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# PlayStation

**Magazine**



## RIDGE RACER TYPE 4

**BURN RUBBER WITH NAMCO'S  
JOGCON CONTROLLER**

## QUAKE II

The BIG ONE gets closer  
Exclusive Developer Interview

## METAL GEAR SOLID

Tactical Espionage game



## X GAMES PRO BOARDERS

Latest snowboarding game

## KKnD KROSSFIRE

Australian real-time strategy

**PLUS NBA Live 99,  
Actua Soccer 3, Devil  
Dice, Tiger Woods 99,  
Asteroids are all  
reviewed and more!**

**next  
gaming**



19

### DEMOS

Crash 3: Warped  
ToCA 2  
Moto Racer 2  
Psybadek  
Formula 1 '98  
Music  
O.D.T.  
Lemmings  
Blitter Boy (Net Yaroze)  
Brian Lara Cricket (Video)  
Silent Hill (Video)



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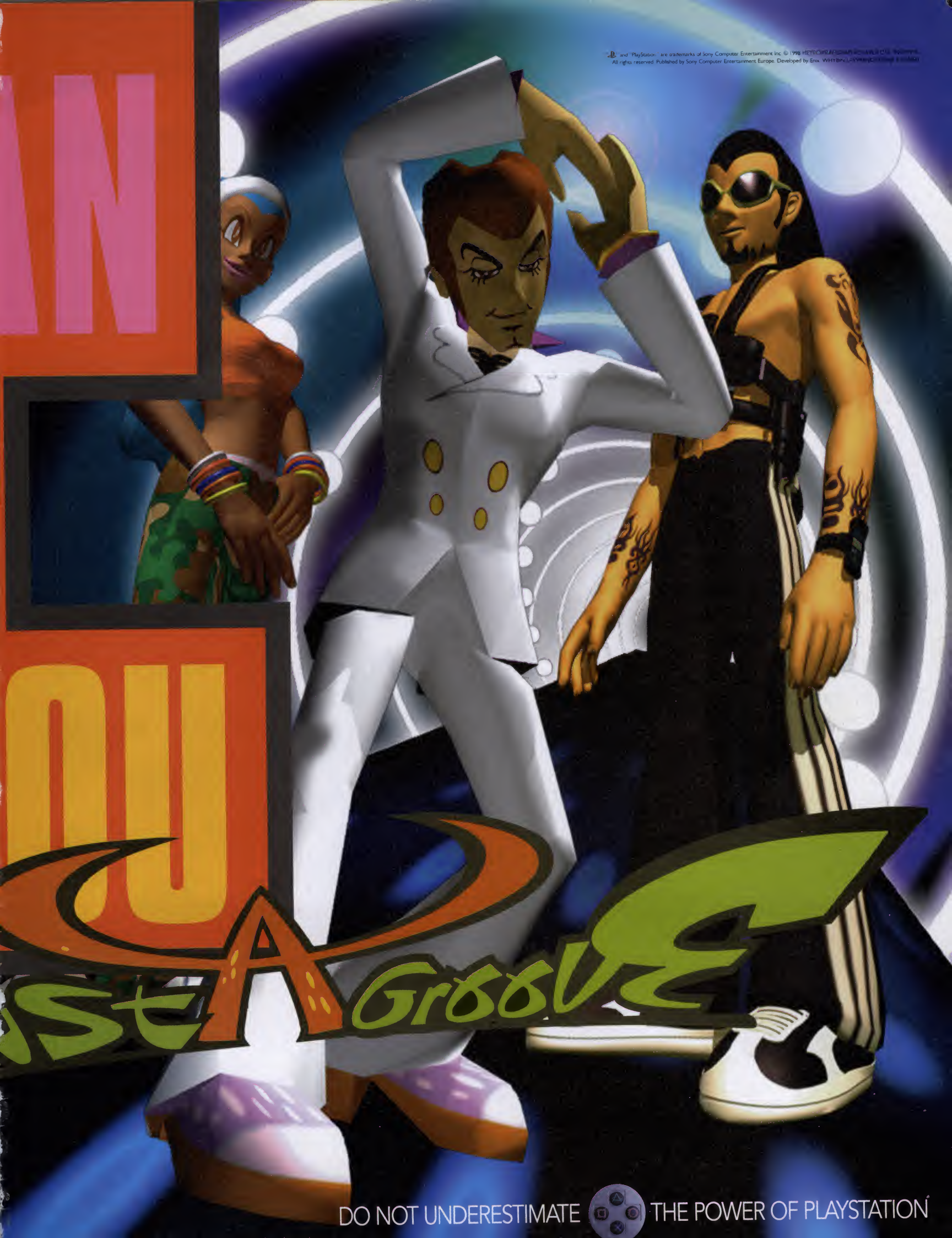
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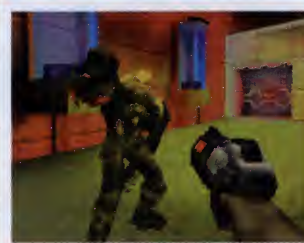
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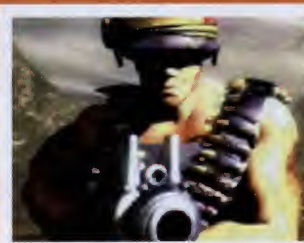
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The best snowboarding game on the PSX?



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Move over C&C, this Aussie strategy rules!



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Namco update their hugely popular arcade driving series



STAY  TRUE



**ALL SHOES DIE.**

**THE LEAST WE CAN DO IS MAKE SURE  
THEY DIE A SLOW LINGERING DEATH.**

The Chany Jeanguenin signature shoe.



Official Australian  
**PlayStation**  
 19 February 1999 Magazine

FEBRUARY 1999 ISSUE 19

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## Pedal to the Metal

As 1999 revs up, the PlayStation has hit top gear and shows no sign of slowing down. We've just been through another bumper Christmas season and while the release schedule is a bit smaller over the next few months there's going to be no lack of A grade games coming our way.

As you may have been able to guess from the cover, Ridge Racer Type 4 is almost here and is set to take arcade driving to a whole new level (especially with Namco's Jogcon controller).

Another racing game that will take pride of place in many PlayStations in a couple of months will be Rollcage, and you'll find more information on Psygnosis' best racer since Wipeout 2097 inside these pages.

Quake 2 is also just about to stomp on the PSX and from what we've seen so far it's looking mighty fine. We thought we'd ask the developers for all the goss, and they were kind enough to give it to us. Metal Gear Solid is another monster title just around the corner and Amos Wong tells us what we can expect when it gets a local release next month.

As for stuff that you can run out and play NOW, take a look at EA's NHL '99 and NBA Live '99

for the best in sporting sims and if you like Command & Conquer-like real-time strategy games then KKnD: Krossfire will keep you very happy. The bonus is that it's Australian made - from Melbourne House/Beam Software, no less!

Unfortunately, the release of X Games Pro Boarders has slipped until March, so you'll have to wait a while longer to play the snowboarding game that challenges Cool Boarders 3 for shredding supremacy. In the mean time you can read our review and anticipate patiently.

That's enough from me. And who the freak am I? Good question. Previous editor Andrew Iredale took an early Christmas holiday and is having such a good time he's not coming back, so I stepped in as Guest Editor. Next month there will be a whole new dude in the Head Honcho Hot Seat (I have left it nice and warm).

Until we meet again.

- Stuart Clarke  
 GUEST EDITOR



### RIDGE RACER TYPE 4





# DEMO CD GUIDE

## CRASH BANDICOOT 3: WARPED

### PLAYABLE DEMO

PUBLISHER:

Universal Interactive

RELEASE:

Available now

The bandicoot returns for his most amazing adventure yet. Join him as he walks around smashing boxes, takes to the skies in his biplane, burns rubber on his motorbike and scours the ocean floor in his scuba gear - and if you think that sounds impressive, you should see what his sister gets up to in the full game!

### Controls

In this demonstration game, all you must do is guide Crash to the end of the level...



Again we have outdone ourselves with eleven free games on this months demo disk. Choose from great titles such as Crash Bandicoot 3: Warped, TOCA 2, Moto Racer 2, Psybadek and Formula 1 '98. But wait - there's more! Music fully playable, O.D.T., Lemmings and Blitter Boy (Net Yaroze). The list goes on... Anyway, plug it in, load it up and enjoy!

## TOCA 2

### PLAYABLE DEMO

PUBLISHER:

Codemasters

RELEASE:

Available now



This is the sequel to the most realistic racing game of its time, TOCA Touring Cars. As our interview with Cameron McConville (the winner of last year's Australian Touring Car Championship) will prove, TOCA 2 does to TOCA 1 what Batman of the 90's did to Batman of the 60's. Mind you, there's nothing quite so funny as watching the original Batman flick on video. "Hurry, Robin! Hand me the Shark Repellent!"

### Controls

X Accelerate  
 O Handbrake  
 □ Brake  
 LEFT STICK Steering  
 RIGHT STICK Go/Stop





# MOTO RACER 2

## PLAYABLE DEMO

PUBLISHER:

Electronic Arts

RELEASE:

Available now

**M**oto Racer was the hottest bike racing game to grace the PlayStation. Now we have ourselves a sequel. New tracks, new thrills, new spills. See for yourself.

Reviewed Issue 17, 8 out of 10



# PSYBADEK

## PLAYABLE DEMO

PUBLISHER:

Psygnosis

RELEASE:

Available now

**H**elp Mia and Xako rescue their chummies from the clutches of the evil blue gargyle who kidnapped them. You begin the game with the knowledge of just one trick, which you bring up by use of the L1 button. As long as the purple square remains in sight, your character is ready to perform the stunt simply by jumping. Practise for many hours and discover the secret of the sustained hang-time in mid air, but don't touch any penguins or you'll lose all your stars (and then your life).

*Psybadek* is definitely a chill-out game with a killer soundtrack and not one to be taken too seriously.



## Controls

X	Accelerate
O	Shoot
□	Jump
△	180 turn
L1	Stunt meter
L2	Duck
R1	Camera toggle
R2	Rear view





## FORMULA 1 '98

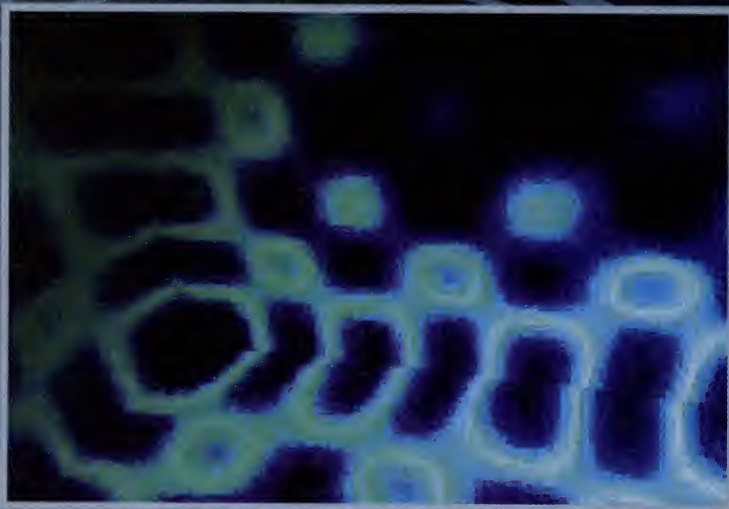
### PLAYABLE DEMO

PUBLISHER: Psygnosis  
RELEASE: Available now

We were unfortunate enough not to be able to present you dear, beloved readers with a full review of this highly anticipated sequel to the most appreciated Formula 1 series on any console ever, so here's a playable demo for you all to draw your own conclusions from.

### Controls

DOWN Rear view  
X Accelerate  
□ Brake  
L2 & R2 Change view  
LEFT STICK Steering  
RIGHT STICK Go/Stop



## MUSIC

### PLAYABLE DEMO

PUBLISHER: Codemasters  
RELEASE: Available now

This is the one you'll be spending either moments or months on. If you're so inclined, *Music* lets you create your own clips, both audio and video, to chill out to at your own leisure and pleasure. You'll either love it to death, or it simply won't grab your interest at all.

## ODT

### PLAYABLE DEMO

PUBLISHER: Psygnosis  
RELEASE: Available now

Mind those gas canisters! Your big blimpy airship has crash landed on a remote section of land in an otherwise barren ocean and your crew has been sent out on reconnaissance to seek out natural resources with which you can repair your vessel. You'll find more than just the odd bit of flora though, like blood-thirsty bats, various ammunitions and tools for survival in a hostile environment.



### Controls

X Shoot  
O Jump/Action/Use  
□ Crouch/Roll  
△ Throw  
L1 Spell  
R1 Change ammo  
R2 Careful  
□+ UP +R2 Crawl  
SELECT Inventory

## LEMMINGS

### PLAYABLE DEMO

PUBLISHER: Psygnosis  
RELEASE: Available now

Oh no! More lemmings! You have to watch these critters closely and make sure they don't hurl themselves off cliffs like they want to so badly. These green-haired rodents have no will of their own until you instill them with the command to do something. You can make them build stairs, dig holes, drill tunnels, block others, climb up walls and float down long drops safely. The aim is to get all (or at least a high percentage) of your lemmings into the portal at the end of the level, but if you get stuck, remember that you can nuke the lot of 'em.

### Controls

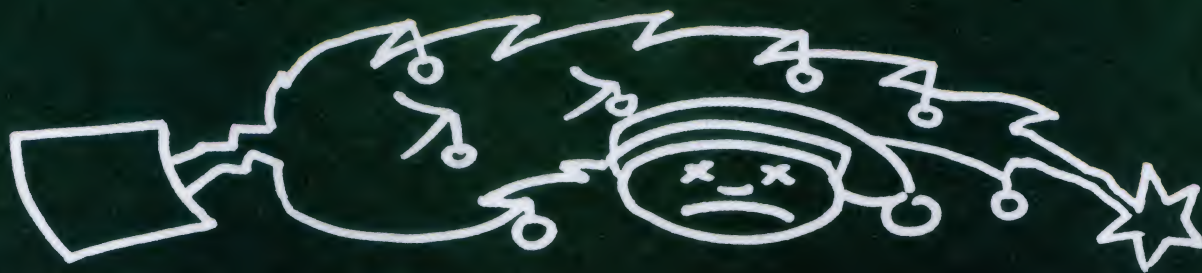
X Select  
L1 & R1 Scroll screen  
L2 & R2 Scroll actions  
LEFT STICK Cursor movement







GOT A PLAYSTATION  
FOR CHRISTMAS?  
WELL NOW YOU NEED  
TO **GET A HEAD!**





## BRIAN LARA CRICKET

### VIDEO DEMO

PUBLISHER: Sega-Ozisoft  
RELEASE: Available now

It's called *Brian Lara Cricket* everywhere else in the world, but you would probably know this game better as *Shane Warne Cricket*. Whatever. It's a brilliant cricket game in both single and multiplayer mode. Check out the action for yourself. Howzat!

Reviewed as *Shane Warne Cricket* Issue 18, 9 out of 10



## SILENT HILL

### VIDEO DEMO

PUBLISHER: Konami  
RELEASE: February

This is your sneak peak of the mysterious new Konami action/adventure/horror game. It's all very cloudy and strange but advance word says that this one is definitely one to watch out for.



## NET YAROZE DEMO

### BLITTER BOY YAROZE DEMO

### NET YAROZE DEMO

This game is another Net Yaroze demo. What more can we say about it? Go for it.



## DISC PROBLEMS



- If your demo CD doesn't work, please check the following possible causes before returning it:
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- If the disc appears undamaged but doesn't work, please make sure the CD has been cleaned properly (wipe from the centre out with a clean, soft cloth. Not your grubby t-shirt!), or try a CD cleaner from an audio shop. If your PlayStation is not working, we suggest you contact the place you bought it from or call Sony's customer support line on (02) 9878 0533.
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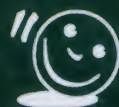


# THE BIG HEAD



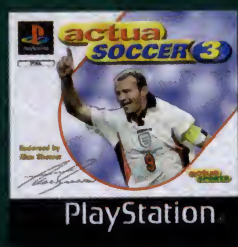
"TRULY  
THE NO#1  
SPORT MANAGEMENT  
GAME ON PLAYSTATION"

# THE POT HEAD



"GRAPHICALLY AHEAD OF  
ANYTHING WE'VE EVER SEEN"

## KICK'N HEAD



## WHACK-IT HEAD



## CLUB'N HEAD



**actua**  
**SPORTS**

AS ALWAYS AHEAD OF THE GAME

PREMIER MANAGER99 • ACTUA POOL OUT ON  
ACTUA SOCCER 3 • ACTUA GOLF 3 \*ACTUA GOLF 3 NOT AVAILABLE ON PC CD-ROM



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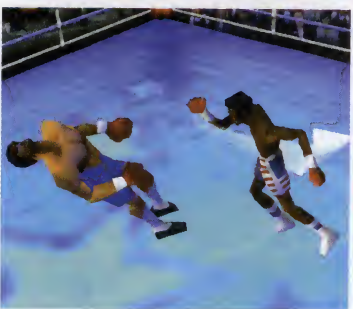
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Signature: \_\_\_\_\_



FEBRUARY 1999

# Codemasters enter the ring



Prince Naseem is an ego-maniacal tool, but he certainly knows how to box and Codemasters know how to make a killer game

Over the last couple of years, the English company of Codemasters has earned itself a reputation as one of the best game development houses in the world. Recent titles like TOCA 2 and Shane Warne's Cricket are currently riding high on PlayStation charts and word has just arrived on Codemasters next "triple A" PSX game - *Prince Naseem Boxing*.

Codemasters has a 32-man team working on the ground-breaking boxing game which stars the 24-year old WBO Featherweight Champion (who has had 31 fights with 31 wins, 28 by knockout). Uniquely, *Prince Naseem Boxing* delivers three distinct boxing games in the one package - from world championship showcase boxing, to hard and fast arcade boxing right through to a management-style world career game.

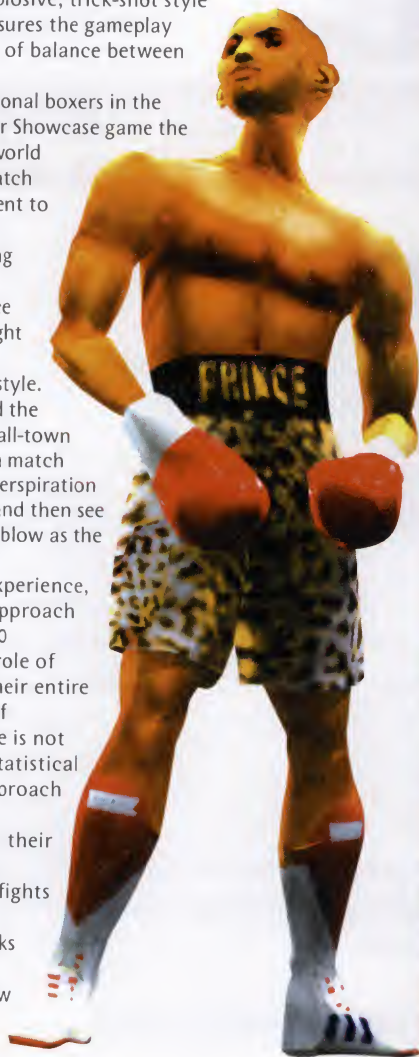
The game's strong point will be the speed of the gameplay, which will come from Codemasters' advanced character animation system. Tearing up familiar graphics development rule books of motion capture, the in-house team has created a bespoke animation system for the game. The system takes the 800-polygon wire frame character models, overlaid with textures, and manipulates them with Dynamic Node Skeletons, based on kinematics, to create the fastest moving characters with instantaneous punches.

Dynamic Node Skeletons manipulates a boxer's body from key joints - knee, wrist, neck, etc - and applies essential movement physics to the rest of the body to create life-like animation at high speed. Where motion capture techniques require the manipulation of massive amounts of data and, if used in boxing, would require up to 30 frames of animation for a straight punch, *Prince Naseem Boxing* creates complex, explosive, trick-shot style punches in around 8 frames. This ensures the gameplay experience delivers the correct level of balance between speed of play and player control.

There are 16 individual international boxers in the game, including Naz. In the 1-8 player Showcase game the player faces each of the boxers in a world tournament league and winning a match against one 'unlocks' another opponent to face. Boxers include Slick Daddy Ellis, known for his fast paced jab, lightning uppercut and a floating dancing movement in the ring, as well as Bruce 'The Shadow' Chan, current Lightweight champion of the world, who uses a unique martial arts inspired fighting style. The action occurs in locations around the world, and the arenas range from small-town boxing halls to big city stadiums. As a match progresses, you'll be able to see the perspiration begin to build on the boxers' bodies and then see that sweat fly off from a devastating blow as the action gets more and more intense.

If you're after a more sedate experience, the World Game offers a strategic approach to boxing management. Featuring 90 individual boxers, players take the role of manager and guide them through their entire career. While offering a high level of management detail, the World Game is not bogged down in over-complicated statistical data; it takes a Tamagotchi-style approach becoming a "Boxergotchi" game of management. Players must maintain their boxer's balance of feeding, training regime and resting while setting up fights within a league table.

So far *Prince Naseem Boxing* looks like it will be another winner from Codemasters. We'll have a full preview real soon and the game should launch before the middle of 1999.





FEBRUARY 1999

# Xtreme Games go off again!

**T**he second *PlayStation Xtreme Games* went off hugely in the Gold Coast during December, with massive crowds watching awesome spectacles and getting down to some funky music.

The three-day event saw many hot competitions and demonstrations, including skateboarding, in-line skating, BMX stunt biking (sick!), waveboarding, bungee jumping, motor cross and sky surfing. Of course, there were also beach parties, fashion parades, live bands and a huge "PlayStation Powerzone" where everyone competed on Cool Boarders 3 to see who was the shredding champ.

The second *Xtreme Games* was another major success and you can expect to see PlayStation back sponsoring the event later this year.

**Too extreme! These photos speak for themselves, showing the extremes that kids will go to in the name of a GOOD TIME! However, we were a little disappointed with the lack of the more traditional events, such as morris dancing and dwarf throwing...**



## Spiderman swings onto the PSX

**M**arvel Comic's *Spider-Man*, one of the world's most recognizable and celebrated Super Heroes, will bring swift action and adventure to the Sony PlayStation when Activision releases the first ever *Spider-Man 3D* game.

Since his introduction in August 1962, *Spider-Man* continues to entertain and inspire millions and

millions of people around the world. Fifteen million *Spider-Man* comics are sold each year in 75 countries and in 22 languages, and a comic strip based on the notorious Wall-Crawler is syndicated by King Features Syndicate in 500 newspapers worldwide.

We cannot wait to see some screenshots of Spidey's hot new title. We will keep you up to date in our future issues.





FEBRUARY 1999

# Carmageddon is coming

One of the most controversial games for the past couple of years has been the PC combat racer *Carmageddon* and its sequel *Carmageddon 2: Carpocalypse Now!* The infamous "Road Rage game" allows you to live out your destructive, anti-social automobile fantasies, and now it's on its way to the PlayStation..

Both *Carmageddon 1* and *Carmageddon 2: Carpocalypse Now!* were released to a media storm of controversy, with calls to "ban this killer car game" coming from the media, governments and "concerned citizens" around the world. PC game players loved it however, and *Carmageddon* went on to win a number of awards and critical praise.

*Carmageddon PSX* will be a mix of *Carmageddon* and *Carmageddon 2*, allowing you to pit your wits and wheels against 30 maniac drivers over 30 massive race circuits. Not only do you get the freedom to drive where you want on the level, the cars' physics modelling is top-class and vehicles visually dent and crush upon impact.

*Carmageddon PSX* features new vehicles exclusive to the platform, such as a powered-up pick up truck, a fully turbo charged Mini and an aggressive cop car. The tracks feature interactive, destroyable landscapes, which means you have access to things such as, lifts, draw bridges, fake walls, concealed pits and puzzle-like trigger points that will need to be



solved in order to access secret levels. There are city and country tracks, as well as a ski resort and medieval stunt track (with loops, hoops and go-kart track).

*Carmageddon PSX* also features exclusive themed levels such as giant pinball table, and an elevated speed track. *Carmageddon* didn't become infamous for its tracks or realistic physics modelling - it was pedestrian killing that caused the fuss. The game was banned in the UK when it was first launched, before winning an appeal and getting a full release. The *Carmageddon PSX* pedestrians are a bit zombified, but with polygon heads and bodies along with 2D animated arms and legs, it means

that detachable limbs will be flying in all directions.

Apart from running over the innocent civilians, *Carmageddon*'s cars come with a wide selection of weapons including mines, the repulsificator and electro-bastard-ray to take care of passers-by/opponents. The two-player split screen mode will allow you and a mate to compete against each other as well as computer-controlled cars. *Carmageddon PSX* will be available in April 1999 and will no doubt be rated MA15+.

# Alien Resurrected

Although *Alien Trilogy* was a fairly good first-person perspective shooter, many felt that it turned out to be merely a respectable *Doom* clone, lacking the deep atmosphere and complexity of the stunning trilogy of films that it was based on. Sure, the blip-blip motion sensor radar was a cool thing, straight from the movies, but that was about as far as the game went into recreating the tense ambience found in Ripley's adventures.

Now we have news of a new game featuring these particular aliens, developed by Argonaut. It is going to be a third-person action adventure game with puzzle elements, viewed as a series of static

background screens, similar to the technique used in *Resident Evil*.

Following the plot of the fourth *Alien* film closely, the storyline begins on the military ship *Auriga*. A cloning experiment has gone horribly wrong and as a result the ship's decks are now writhing with genetically engineered exoskeletal aliens with

concentrated acid for blood. At the start of the game there are five selectable characters from the film, each with specific advantages and disadvantages and their own particular weapon. An added bonus is the fact that players will be able to run in one direction and shoot in another, just like Lara can in *Tomb Raider 3*. The

storyline develops in different ways depending on who you pick, so long term interest will be maintained.

As well as the Warrior and Queen varieties, *AR* will also feature plenty of those spidery face-huggers that will stop at nothing short of death to give you a passionate French kiss. Apparently the aliens will have artificial intelligence unmatched by any other PSX game and will be able to learn in such a way as to avoid falling for traps and ambushes more than once. If you want to live, a good understanding of the ship's layout will be paramount. All in all, *Alien Resurrection* is looking quite scary, well developed and beautiful to boot. A full preview soon.





FEBRUARY 1999

# Hot Shots

The flood of Christmas releases has slowed down somewhat but there are a few games that just missed our deadline for review. We'll be looking closer at these titles next month.



## THE GRANSTREAM SAGA

**Sony Computer Entertainment**

A much-anticipated role-playing game that looks set to keep hardened RPGers chained to their PlayStation for weeks. It features cool 3D graphics, a great combat engine, anime cut-scenes and ambient music to soothe you in those tense times. Full report next issue.



## ROLLCAGE

**Psygnosis**

This is wild racing action at its best! If you can't stick to racing on the road, why not speed down the walls... or try the roof! We've been playing this to death since we got the Beta version and can't wait to give you a review of what is Psygnosis' best racer since Wipeout 2097.



## A BUG'S LIFE

**Disney Interactive**

Pixar's computer animated movie has done huge business around the world and the game just missed our deadline. This bright, colourful and varied 3D adventure should keep our younger PlayStation owners (and all fans of the movie) smiling rather happily.



## R-TYPE DELTA

**SCE**

R-Type was one of the biggest arcade smashes of the late 1980s. A classic outer space shooter, it pitted your tiny craft against hordes of alien nasties. Now developers Irem are back with *R-Type Delta*, which features vastly improved graphics and many new features.



## WILD ARMS

**SCE**

*Wild Arms* is a challenging fantasy role-playing game that may just keep you amused until FFVIII comes out. You get to choose one of three characters on a quest to save the land of Filgaia from the Metal Demons. After months of promising, we'll have a full review next issue.



## GLOBAL DOMINATION

**Psygnosis**

As you may be able to guess from the title, the aim of this real-time strategy game from Psygnosis is to rule the world. It's the real world, with real countries too, so trainee dictators should take note.



## PLAYSTATION TOP TEN NOVEMBER 1998



## 1 Spyro the Dragon



DISTRIBUTOR: SONY

LAST MONTH: New Entry

Our cute little dragon friend, Spyro the Dragon, flies straight up to the number one position - yeah!

## 2 Crash Bandicoot Platinum



DISTRIBUTOR: SONY

LAST MONTH: 1

Crash's first game is still hugely popular while CB3: Warped is sure to do big things in next month's charts

## 3 Gran Turismo



DISTRIBUTOR: SONY

LAST MONTH: 2

It's slowly sinking, but Gran Turismo will be a Top 10 staple for quite a while longer...

## 4 Abe's Oddysee Platinum



DISTRIBUTOR: GT

LAST MONTH: 5

Abe's Exoddus is now out and should prove itself to be just as popular as Abe's Oddysee

5



GAME: Colin McRae Rally

DISTRIBUTOR: SEGA-OZISOFT

LAST MONTH: 6

After going down last month, McRae's now back up one

6



GAME: TOCA Platinum

DISTRIBUTOR: SEGA-OZISOFT

LAST MONTH: 4

TOCA 2 is out and about, but TOCA 1 is still good (and cheap)

7



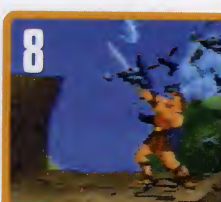
GAME: Formula 1 '98

DISTRIBUTOR: PSYGNOSIS

LAST MONTH: New Entry

It's not the best update ever, but fans obviously like it

8



GAME: Hercules Platinum

DISTRIBUTOR: SONY

LAST MONTH: New Entry

Mythical Greek muscleman antics are proving popular

9



GAME: MediEvil

DISTRIBUTOR: SONY

LAST MONTH: New Entry

Sir Dan Fortesque is clinging to the number nine spot..

10



GAME: Tekken 3

DISTRIBUTOR: SONY

LAST MONTH: 3

The king of PSX fighters is on its way out



# ADRENALIN RUSH

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# QUAKE II







## THE MONSTER PC GAME IS GETTING CLOSER AND CLOSER TO THE PLAYSTATION...

**A**ll hail the king of first-person shooters! Easily one of the most eagerly anticipated PlayStation games of all time, Quake II is about to hit Sony's grey box with unprecedented force.

We managed to get through to the busy developers at Hammerhead and chucked a few questions their way. Hammerhead's Mike Follin chucked us a few answers.

**Q:** How in the world did you manage to compress such an enormous game onto the PlayStation? Some of Quake II's levels take a while to load up even on the better PCs.

**A:** We did it by using just about every trick in the book, then adding a large appendix with some new ones! All of the maps and monsters in the game have been converted to our own quite highly optimized formats, which are very memory-efficient.

We are dealing with the largest maps by using mid-level loading of data. This only takes between 1 and 2 seconds, and will be set so that it doesn't happen when you're in the middle of a battle - it shouldn't harm the gameplay at all.

**Q:** Are there as many single player maps on the PlayStation as on the PC? Are there any PlayStation specific ones?

**A:** There will be about 30 single player maps. Most of these are based on the ones in the original game, some are taken from the mission packs, and one or two are original. As some of the mission pack maps we're using are larger than those in the original, we expect a similar playing time to the original.

**Q:** Are the levels as interactive on the PlayStation as they are on the PC? Do they interconnect in the same ways?

**A:** Yes and yes, but with mid-level loading where it is required.

**Q:** What sacrifices were made in order to keep the single player frame rate at a slick thirty fps?

**A:** We learnt a lot from our previous PlayStation title, ShadowMaster, which also ran at 30 fps. There are minor adjustments to the details on some maps, but nothing has really been left out.

**Q:** Is the polygon count of the enemies in PlayStation Quake II much lower than that of the PC version?



**A:** The polygon counts don't vary from the PC versions much - some are lower, some are higher. It's not easy to judge as we don't use triangular polys like the PC does. A cube may be built of 12 triangles on the PC, but only 6 quads on the PSX.

**Q:** Did you find that the audio was easier to produce for the PlayStation because of its CD-based foundation?

**A:** The entire sound effects audio just about fits in, but uses reduced sample rates from the PC. We haven't done the music yet.

**Q:** Does the PlayStation version have all of the weapons from the original? Any new ones?

**A:** All of the weapons from the original are there and we also hope to include the Ion Ripper and Plasma Beam from the mission packs. Hopefully there are a couple of originals as well.

**Q:** What changes were made to the PlayStation version in the lighting department? Was the

general mood of the game uplifted in any way?

**A:** We're adding more coloured lighting to the game, as our engine allows us to do this quite easily. This applies to both static and mobile light sources. It may affect the mood of the game slightly, but that's really quite subjective.

**Q:** Does PlayStation Quake II feature link up as well as split-screen deathmatches?

**A:** Maybe. We will have to wait on that one.

**Q:** Is there a link up or split-screen cooperative mode, or is the concept of multiple players in a level with polygonal enemies just too much for the PlayStation?

**A:** Cooperative mode is unlikely, but it's technically possible.

**Q:** Will PlayStation Quake II feature bot matches?

**A:** This is something that we have thought about, but it's unlikely to happen unless we get everything else finished ahead of schedule.

**Q:** Does the game feature analogue control with both of the thumbsticks: one for movement, the other for looking? If so, is the character's movement enhanced by incremental manoeuvrability?

**A:** We will be fully supporting the Dual Shock Analogue Pad, with whatever control layout works best.

**Q:** Are the buttons L3 and R3 utilised for shooting, jumping or any actions?

**A:** Probably not for shooting, although something like menu activation or even weapon change is a possibility.

*Special thanks to Activision's Paul Butcher for personally delivering our questions all the way to L.A.*



# TOCA 2





## TOCA 2 and Aussie driving champion Cameron McConville together in one room. Who is going to come out on top?



**T**he Official Australian Playstation magazine scored the exclusive rights to interview Cameron McConville, winner of this year's Australian Grand Prix Super Touring Cup and runner-up in the Australian Super Touring Championship, in regards to the new game from Codemasters, *TOCA Touring Cars 2*.

We sent *Andrew Parsons*, our resident driving game nut along to talk the talk, and hopefully drive the drive, with the man himself.

I knew that the interview was going to be something special when Cameron caught me just brushing up on my *TOCA 2* skills before the event and was able to pick the car I was driving (the Volvo S40) just by its engine sound. That's impressive (for both game and man)!

**PSM:** First of all let's talk about your first impressions of the game.

**CM:** Well, I think the main development over *TOCA 1* is the graphics. When you go to the in-car view you feel like you're doing closer to the speeds. You see everything rushing by you and it's a bit more relative to the real thing.

The commentary is fantastic. When you have a crash the guy gets on the radio: "Are you OK?", which I find a little strange because usually if you've had a crash the mechanic's like "What damage have you done?", and "Are you OK" comes second. [Add to this] the fact that they actually go through the results at the end, saying the race was won by such and such - I think that's good. I particularly like the fact that they're the same guys that commentate on the BBC for the British Championship.

**PSM:** Is there anything else different, like new cars or the number of tracks?

**CM:** The number of cars is good. I know that the cars changed in the Championship from 1997 to 1998 and they've worked that into the game. Audi ran the Quattro last year and in the wet,

you could chuck the Audi into corners, whereas this year Audi went two wheel drive in the Championship and when I first played *TOCA 2*, I under-steered, going off road and into the fence.

**PSM:** I noticed a lot of other cars that aren't exactly suited to the Championship. Have you had a go on any of those?

**CM:** Yeah, I had a run on the Mondeo. I like the Mondeo because it's a V6 engine, so naturally it sounds, you know, better. They're all two-litre cars, of course, but the Volvo and Mondeo are different because one has five cylinders and the other's a V6. I also raced a Van Diemen Formula Ford once in 1992 and in the game it's represented in its factory colours.

**PSM:** Which view do you prefer?

**CM:** I prefer the highest viewpoint up above and behind the car. I find that I'm always looking ahead to plan my next move and in that view you can see how much room you've got between the apex or the ripple strip and the other cars.

This lets you chuck it into holes which aren't really there and maybe take a piece of the other car with you. The in-car view makes it more realistic but it's not as easy to pass others.

**PSM:** So you like to have fun in the game, making holes and such?

**CM:** Yeah well, that's what they do, you know. I was racing in Bathurst this year and at the start Tim Harvey was in a Volvo behind me. During the first lap he hit me three times and it was a 161 lap race. So you can race however you like in the game also.

**PSM:** How functional is the dashboard?

**CM:** That's the really good thing about the in-car view. In real life we use a thing called a PI system developed in England. It has your speed, your gears and your revs, all on a digital display. The Audi is slightly different but all the instrumentation in the game is identical.

**PSM:** I guess a normal PSX gamer wouldn't worry too much about the setup beyond changing the tyres but I've noticed in *TOCA 2*, there are excellent setup options that really affect the playing style.

**CM:** You can change the spring rates, gear ratios and everything, so if you're racing in the wet, you would naturally put it to a softer spring setting for a start.

**PSM:** The handling?

**CM:** Yeah, very realistic. I can't speak for all of the cars because I haven't raced them all but the handling of the Audi is spot on. Each car has its handling limit so naturally, if you go into a corner too fast it under-steers and loses grip at the front. The same principles apply as in reality. You can chuck cars into corners but if you get it wrong it comes out wrong in the game.

**PSM:** However, for a beginner, couldn't this be a problem?

**CM:** I think it's a bit more user-friendly than *TOCA 1*. Especially if you put it on Novice - it's just like driving a Porsche and you can get away with making a few mistakes.

**PSM:** There are heaps of tracks there. What are they like to race on?

**CM:** They're based on all the 1998 circuits, but a lot of them are locked to begin with. The tracks are identical. Even the correct sponsors are represented. The ripple strips are painted different colours in different circuits.

Thruxton for example has got blue and red stripes, and it is exactly the same in the game. There must have been quite a lot of research done. Even the gradient of the road's surface is really accurate. A lot of the attention to detail was due to Allan Goward's supervision of the game's development.

**PSM:** Is there any edge that *TOCA 2* has over other racing games?

**CM:** Well, you feel more a part of the race rather than picking a car, picking a track and racing around. There are plenty of cars to choose, all signed up correctly. Now you can have your name on the window, which is like the real thing. It's the most realistic racing game I've played.

And so it went until we had an opportunity to get down and boogie. Who won? Audi.



At work and at play, Cam takes to the Audi...



...and he never takes his racing suit off



# DARKSTALKERS 3

Zombies, vampires, ghouls and a succubus. At last they're all in one sexy game!

PUBLISHER: CAPCOM  
RELEASE: TBA

Up to this point, *Darkstalkers* has essentially been *Street Fighter* with popular mythical monsters instead of people. At its core, *Darkstalkers 3* is still just that, but it has a few twists that manage to make it feel quite a bit different.

Firstly, instead of going by a best two out of three round system, DS3 uses the Killer Instinct method, where each character has two life bars. When one is drained, the character falls down, refills, and the match continues.

Another new twist is the Dark Force power-up. Some characters get armor, others get mirror images of themselves that double their attack power, etc.

The results are diverse and go towards expanding the game's overall lifespan. There are two types of super moves in DS3. ES moves are powered-



up versions of normal moves, like super fireballs, extra damaging throws, and multiple dragon punches. EX specials are entirely different moves and harder to perform.

For instance, Demitri can turn his opponents into a little girl, pick them up by the neck and choke blood out of them, while Lilith tosses a top hat at her opponent. If the hat hits, her enemy is forced to do a little dance, taking damage all the while.

Some are rather reminiscent of the ridiculous moves present in *Pocket Fighter*. They go a long way to making the game substantially



1. It's OK, we're sisters...
2. She can sting more than once
3. That's a nasty gangrenous foot
4. The zombie won 'coz he cheated

more fun than the average post-*Street-Fighter-Alpha-2* Capcom fighting game.

A collection mode allows you to view various character art, so you can see for yourself the conceptual illustrations behind each one.

The original character mode allows you to pick a character, change its name, and fight to build up various skills and powers.

The characters are very well animated, though a few frames were dropped in the conversion, most notably in the background animations. The game has an

excellent soundtrack, and the character voices are all terrific.

Overall, *Darkstalkers 3* looks like a lot of fun. It could easily be the best fighter Capcom has put out in years as it doesn't fall prey to the exact same formula Capcom has been using to make the last few *Street Fighter* games.

If you are a fan of Capcom-style fighters or if you are sick of Capcom's recent cloning approach to fighting, then *Darkstalkers 3* might just be the one for you. We will bring you a full review as soon as possible.

- Hillous Lesslie





**BREWED THE  
HARD WAY**

SINCE 1881 BOAG'S STRONGARM BITTER HAS BEEN AN UNCOMPROMISING BEER THAT SATISFIES THE DEMANDS OF A POWERFUL THIRST.



# AKUJI THE HEARTLESS

Heartless bastards always get the girls, and now you can be one too!

PUBLISHER: CRYSTAL DYNAMICS  
RELEASE: TBA

Crystal Dynamics has been working on a game entitled *Akuji the Heartless* for quite some time now. They kept it all hush-hush until it was displayed at last year's E3. Since then, other huge hits have taken the attention away, but *Akuji* is closer to completion than ever so we've had a good look at its progress.

Being a third-person quest game set in Hell, it uses the Gex 3D engine to create an entirely 3D world. The storyline is actually quite involved.

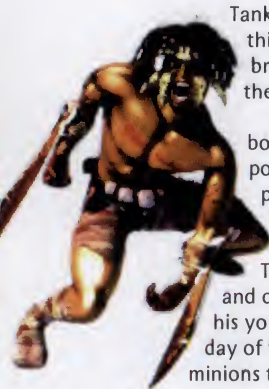
In the ancient land of Mamora dwell tribes who are at each others' throats, in an endless war for supremacy over the land. Chaos reigns until a man called Murat, voodoo priest and warrior of the Selvia, starts to plan a path to peace.

It is his wisdom which slowly settles the turbulent tribes. One by one Murat arranges strategic inter-tribal marriages in order to quell the unrest and stop the bloodshed.

One such marriage brought his second son *Akuji* together with Kesho, the eldest daughter of the



1. He's too tough for clothes
2. To much voodoo potion makes black magic priests legless
3. Give us a kiss, corpsey!
4. Take that, evil black worm



Tanko tribe. Hopefully, this coupling would bring a lasting peace to the warring world.

But Murat's first-born son Orad, also a powerful voodoo priest, does not agree with the marriage of his brother to the Tanko. In a fit of rage and disgust, Orad murders his younger brother on the day of the wedding and his minions tear out *Akuji's* heart.



Damned to Hell for eternity, *Akuji* has only one chance of survival. He must seek out his ancestors and ask for their help in breaking down the magical barriers between the realm of the living and the realm of the dead...

*Akuji* plays like Tomb Raider, but with more varied camera angles. Like Gex 3D, you walk around and the camera swings to give you the best viewpoint. You begin the game in the bowels of Hades and must embark on a quest to find your dead ancestors.



The expansive caverns of Hell have been designed to maximize the brooding atmosphere, with eerie lighting effects and peculiar furnishings all over. Thankfully, *Akuji* lacks the stale endless corridor feel of so many indoor adventure titles.

All that *Akuji* has to protect himself from the hordes of evil pitfiends he will face are a couple of blades attached to his wrists and limited knowledge of voodoo spells.

As the game progresses, *Akuji* learns more in the way of the casting of spells and becomes strong in the black arts. It looks likely to get right what O.D.T. got wrong. A diverse quest-based adventure with plenty of spells, weapons and enemies to keep your attention? We can only hope...

- Hillous Lesslie





**hop**



**skip**



**and a**



**jump.**

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**500 STORES NATIONWIDE**



# MONKEY HERO

**Monkey Magic?** No, unfortunately this forthcoming RPG is not based on the TV series, but he does wield a staff and wear a golden headband...

**PUBLISHER: TAKE 2**  
**RELEASE: TBA**

**H**eaded our way is a groovy little number called *Monkey Hero*, in which the player leads a heroic monkey on a quest to find the eight chapters of a magical book.

As a traditional RPG, *Monkey Hero* is viewed isometrically from above, using 2D sprites inside a 3D world. *Monkey Hero* is going to attempt to bring people back to the good old days of endless wandering, while giving us the latest in the PSX's graphical capability.

The story runs along the lines of a bunch of evil Nightmare Lords wanting to take over the entire world and rid it of all its happy and hopeful dreams.

The Nightmare Lords figure that without their precious Magic Story Book, the Dream Lords would be weakened. So they send out a multitude of bottom-rung baddies to steal the Book from these Dream Lords and bring it back to them.

Now it is up to one monkey to retrieve the Book, which has been scattered across the land in eight individual chapters. To help him do this, he has a few powerful magical artifacts and a bamboo staff which he uses to whack foes on the head, much like in the TV serial *Monkey*.



The fully interactive universe in *Monkey Hero* is full of characters to converse with. You'll need to talk to most of the people in the game in order to get specific pieces of information regarding how the monkey should best proceed.

As our monkey progresses through the game, he collects many more artifacts and abilities in true RPG form.

The gameplay is fifty/fifty puzzle solving and action. There are many problems which the cute little monkey must figure out to advance further in the game, but only later on in the game do they become really taxing on the brain.

There are also over forty-five different enemies to be encountered, as well as fourteen unique bosses at the end of each area. The areas are split up into sixteen vast lands. The various environments are fully three dimensional and texture mapped with beautiful detail.

Hidden power ups and characters will ensure long term playability and to add to that there will be multiple endings to the plot, depending on the people you speak to, feats you achieve, etc.

The visual presentation is extremely on the cute side, tending toward an anime style of art where the characters are concerned. There is also a hint of Disney-style animation, so the game encompasses as large an audience as possible.

Indeed the whole feel of the game suggests a more childish audience than most PlayStation titles, yet its playability should also bring a few older players as well.

*Monkey Hero* looks like it will fair well on the PSX. It could be just the thing to keep those younger siblings of yours quiet for a few months, too. As it gets closer to an Australian release, we'll keep you informed on its progression.

- Hillous Lesslie

**1. The game's FMV is looking top notch to say the least**  
**2. 3. 4. 5. Vibrant graphics, bizarre bosses & a charismatic hero**



Official Australian

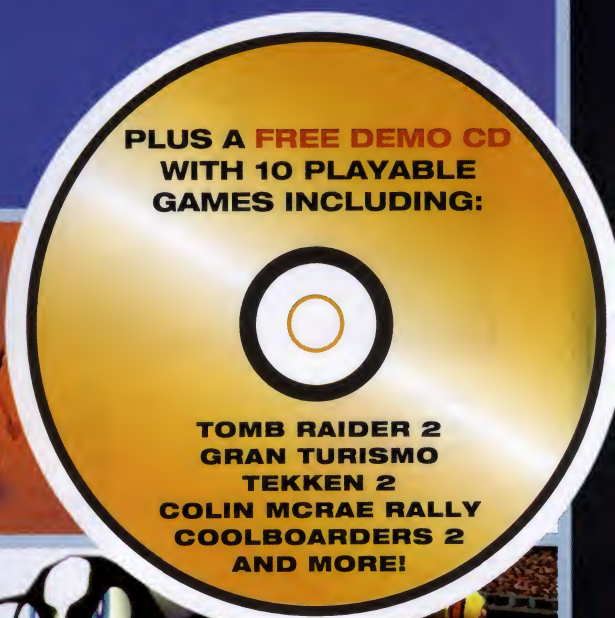
# PlayStation<sup>TM</sup>

Magazine

## 1999 YEARBOOK

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# SUIKODEN II

The traditional RPG is still going strong and here's another example of how you can't beat the good ol' days of walking around, talking to folk

PUBLISHER: KONAMI  
RELEASE: TBA

**S**uikoden was one of the first next-generation RPG to combine graphics, music, and sheer size in a way clearly beyond what was possible with 16 bit consoles.

It also established Konami as a worthwhile player in the RPG arena. Many higher-profile RPGs have been released since Konami's now average title, but Suikoden still holds a special place in certain people's hearts.



1. POW! 2. 'I think we'd better sleep together... to conserve body heat'  
3. Several things seem to be on fire

Many popular RPG series titles have little to no continuity from one game to the next. In the Suikoden universe, the second game is tightly intertwined with its predecessor.

There's only one big difference. Set three years after the fall of the Scarlet Moon Empire, *Suikoden II* puts you on the other side. The Japanese subtitle, Akatsuki Teikokugawa, roughly translates to "Scarlet Moon: Imperial Side".

About one third of the original characters reappear - including MIA compatriots Viktor and Flik. *Suikoden II* is expected to utilize the original's save data, but how remains to be seen.

Despite similarities, gamers shouldn't worry that the sequel is the first game in new clothing. The game's designer, Y. Murayama, assures that "nothing from *Suikoden I* will be similar to *Suikoden II* in exactly



the same way," but confirms "you'll sense connections between things".

Konami of America's Jon Sloan echoes that thought, mentioning the sequel is "three times the size of the first game. Enemy sizes are larger, allowing for more creatures like ogres, dragons, and such."

Another feature, the expanding headquarters that improves as your ranks increase also returns. More powerful combination attacks encourage mixing and matching party members between battles.

A new feature is the ability to fashion makeshift weaponry or tools

from things found along the way. This introduces a level of puzzle solving not found in any role playing game. A demo packaged with the Japanese release of *Metal Gear Solid* provides a look at what to expect. After a rousing introduction, you can choose from story or battle mode.

The story mode lets you try out the full game. In the battle mode, you simply climb a mountain and fight battles. You can experience several powerful magic spells and "unite" combinations.

The graphics are similar to the first game's, combining well-animated sprites and detailed environments. Careful observation shows that the new graphics are even more animated and detailed.

Fans of the first *Suikoden* will find friends and familiar faces, while

newcomers to the genre will find a console RPG that doesn't shamelessly copy *Final Fantasy* throughout.

Konami's previous RPG titles have earned it a devoted fan base, and *Suikoden II* only looks to solidify it further.

- Hillous Lesslie



# PARASITE EVE

As *Parasite Eve* approaches, we feel a stirring within...

**PUBLISHER: SQUARE**  
**RELEASE: TBA**

**P**arasite Eve is Square's 'Cinematic RPG' based on a horror novel by Hideaki Sena. It represents the novel's second adaptation, as a live action Japanese film was produced a few years ago.

As stated in the CG opening, 'The worst foe lies within the self.' *Parasite Eve* deals with human conflict at the cellular level. Mitochondria have symbiotically existed with the nucleus for hundreds of millions of years.

While the latter regulates cell functions, it is mitochondria that produces the energy required to sustain the cell. Containing its own

genetic code and the ability to evolve and multiply, the mitochondria have been traced back to a single source via intensive DNA testing: a female in ancient Africa code named Mitochondria Eve.

With all the cells that make up a life form and the pockets of energy within each cell's mitochondria, what would happen if they were to attain their own will and collectively decide to revolt against the body? On Christmas Eve in NYC, Eve awakens within the body of Melissa Pearce, an up and coming opera singer. In the midst of her performance in Carnegie Hall, it starts to happen.

The theatre is soon a mass of burning people as Eve frees the energy within the audiences' mitochondria. Only police officer Aya Brea survives the conflagration and over the next few days, Aya tracks Eve all over New York, from the 17th Precinct to Central Park, the subways, Chinatown and more.

Not only able to set humans alight, Eve can wake the mitochondria of animals' cells and morph them into hideous creatures. The war switches from the microscopic level to



1. Eve, the woman with excited mitochondria 2. A map of New York



city-wide when in a Godzilla-like scenario, the Army intervenes.

It seems that *Parasite Eve* owes a lot to Resident Evil in the visuals. It has got similar highly detailed backgrounds, employs cinematic style framing and there's plenty of shape shifting beasts in a horror setting.

Make no mistake, *Parasite Eve* is an RPG and not a 'survival horror' experience. With Aya's hit points, supernatural powers and customisable weapons, think FFVII with realistically proportioned characters in a contemporary setting.

Attacks occur randomly RPG-style and the screen switches to battle mode, but with more freedom of movement, as reported a few

issues back. Don't expect the beasts to suddenly drop from the ceilings!

The story is punctuated with amazing FMV CG sequences that truly convey the scale of the human race's battle for survival against the mitochondria; the live action movie simply cannot compare.

With Square's high graphic standards, *Parasite Eve* is set to be another visual treat for all of the RPG fans. While confirmed for an Australian release, no date has yet been set. We'll keep you up to date with its progress.

- Amos Wong



Above. Some of the animals which fall victim to awakening mitochondria







# PLAYTEST CONTENTS

## REVIEWED IN THIS ISSUE...



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Best PSX 'boarding game?

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Every game featured in our Play Test section has been reviewed independently and objectively by our team of writers. We aim to give you an informed idea of what the game is about and, most importantly, whether it's good or bad. Each title reviewed receives an overall score out of 10 which should be seen in the context of the type of game and in relation to similar titles it's competing with.

## THESE FACTORS ARE AWARDED UP TO FIVE STARS

<b>Graphics</b>	Does the game look good and has it taken advantage of the available technology?
<b>Sound</b>	The PlayStation offers developers the potential to create mind blowing audio. Have they?
<b>Gameplay</b>	This is what it boils down to. Is the game enjoyable and fun to play, or will you hurl the joypad at the TV?!
<b>Lifespan</b>	How long can you expect this game to hold your interest? Will you play again after you've beaten it?
<b>Presentation</b>	Does the game have an intuitive interface, or do you spend half the time in set up screens or waiting for it to load?
<b>PLAYERS</b>	Some games allow two or more players to take part, either alternately or simultaneously, and some can even be linked to a second PSX for full-screen head-to-head two-player action.

**GAME FEATURES** Many games take advantage of after-market devices such as analogue controllers, steering wheels, Sony's PSX Mouse, various light guns, the Multi-tap four-player adaptor, memory cards and other peripherals and accessories

**ALTERNATIVES** A selection of games similar in concept or appeal to the one reviewed. If you enjoy the games mentioned here, chances are you'll get into the game on review.

<b>10</b>	An instant classic, you must play this game!
<b>9</b>	Exceptionally good. Add it to your collection now
<b>8</b>	A very good effort more than worthy of attention
<b>7</b>	A good game that does the job it was designed to
<b>6</b>	Has some nice ideas, but could have been better
<b>5</b>	Not good, but OK if you like that sort of thing
<b>4</b>	This is not what you bought a PlayStation for!
<b>3</b>	Oh dear, something has gone horribly wrong...
<b>2</b>	Don't bother, a waste of both time and money
<b>1</b>	Impress your friends with a cool black drink coaster!



# X Games: Pro Boarders

■ PUBLISHER: Sony

■ DEVELOPER: Radical

■ RELEASE: March

■ PRICE: \$69.95

■ CLASSIFICATION: G

**A serious contender for the PlayStation snowboarding crown**



Ever since the first Cool Boarders game hit the virtual slopes of the PlayStation, there has been an unprecedented rush of snowboarding titles coming out, not just on the PSX, but also on the other consoles and even the PC.

These games have all attempted to top the experience provided in that first boarding experience.

Most have not been able to achieve the feel of actually swooshing down the slope, or replicating realistically the various tricks and twists that are prevalent



**1. Pro Boarders - one of the most accurate recreations of snowboarding yet**  
**2. 3. Various tricks that can be performed are at times too easy. Great for beginners, but annoying for hardcore snowboarding pros**



throughout the snowboarding sport. *X Games: Pro Boarders* is one of the latest games in this genre and is definitely an extremely good attempt at recreating the experience of snowboarding.

With a game of this calibre, there is no way to avoid comparisons with the other top quality games currently on the shelves (namely, *Cool Boarders 3*), but these comparisons will hopefully help all those eager snowboarding fans to evaluate the worth of this most recent offering.



# REAL PEOPLE, REAL LIFE

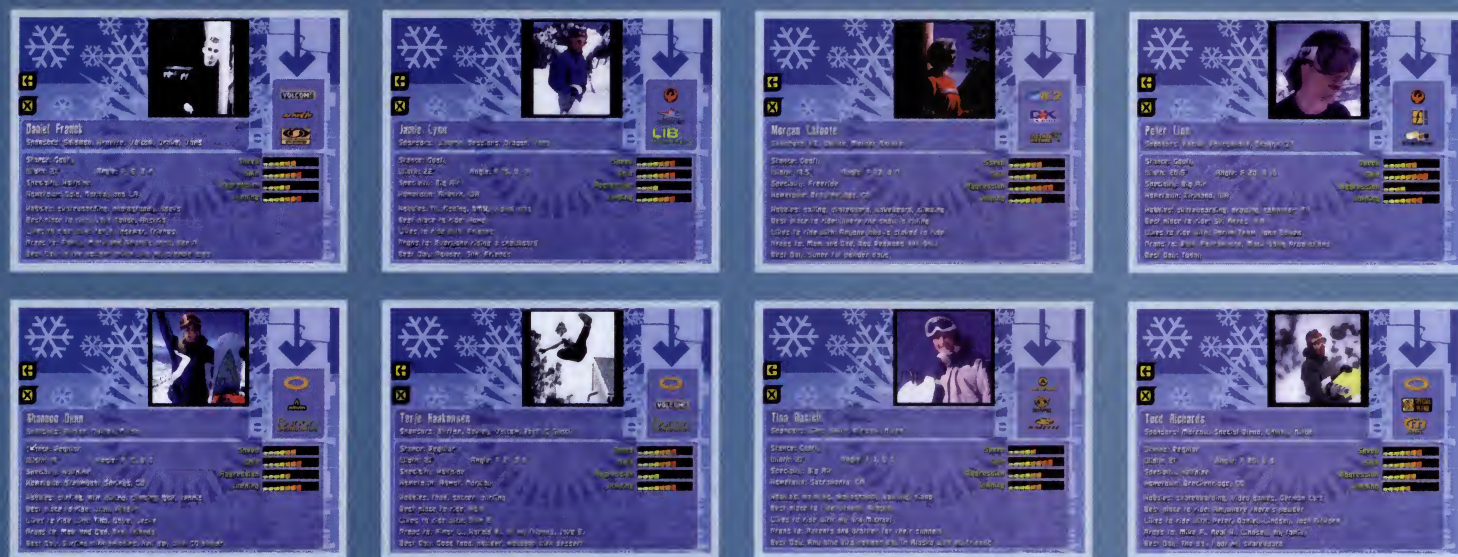
In a unique move, Radical have modelled all eight characters on real snowboarding champions. The pro boarders you can control include Terje Haakonsen, Tina Basich, Todd Richards, Morgan LaFonte, Peter Line, Daniel Franck, Jamie Lynn and Shannon Dunn. This process has included the character (him/herself) with attributes such as hair colour and style, skin, as well as the clothing worn (even down to the brand name); the boards they ride which are, once again, modelled on their real boards including shape and graphic design; and at the click of the  $\odot$  button, a biography of the boarder.

This is very cool, as it allows you to be more at one with the character you're playing. Each character has strengths and weaknesses over others, and on top of that, they all seem to have some specialty. For example, go down the half pipe with Olympic gold medallist Tina Basich

and you'll be able to do McTwists with a cool flick of the wrist, whereas the others struggle to perform this particular trick.

There are four boards for each character to use, Freeride, Freestyle, Pipe and Overall. Since you actually get to choose your board before every event, the Overall board usually gets left on the shelf when compared to the boards more suited to the task at hand. The Pipe board is useful (naturally) for the half-pipe and stadium courses, the Freestyle should be used on the Slopestyle course, while the Freeride board should be used for the more race-oriented events.

As you select each character and board, you can see the small charts to the right of the screen change so as to indicate how effective that combination is in all of the basic areas of snowboarding, including turning and tricks.



## The way you play

You start the game being able to select one or two player mode, or by going into the traditional options panel. There is a Circuit option, but you can't access that at first (more on this one later).

I'll discuss the 2 player experience in a moment, but firstly you need to understand how one player works. To outline the process, it's as easy as: select One Player, select the character you want to be, select his or her board, select the event, and off you go.

This is pretty standard fare for this sort of game, but the character and board selection has a few tweaks that may make you linger over these sections a bit longer when compared with other titles.

## Event Horizon

Once you have selected who you want to be, you now select the event. Initially, they have 5 to choose from, but eventually, you can unlock 4 more. All 8 are unique in some way and there are quite different ways of racing the different downhill courses.



- 4. Ultra realistic pipe design
- 5. Midnight Express downhill race

The first event is the Half-Pipe and this is really where *Pro Boarders* creams the competition. Decent heights and slopes make this event the most enjoyable implementation of the pipe I've played and I must say, I believe it will be extremely hard to beat.

CB3 just cannot compare to the much more realistic pipe design, and couple this with the way the boarders themselves interact with the course, you'll find this event (and the Super-Pipe when it is available), the one you come back to over and over again.

Next is Midnight Express, the main downhill race of the game. I



find it odd that the developers would put the only real downhill race in a nighttime setting, with it snowing as well, but it does work in its own way.

The CB series has always seemed to avoid the nighttime rush, but *Pro Boarders* has very professionally filled this niche in snowboarding. Like all the other events, the course has been

modelled to a smooth perfection, and when you combine it with the silky smooth framerate, no clipping and a multitude of paths down the mountain, you'll find this a particularly pleasurable episode.

I heard you stumble over that last part of the previous sentence, so I might just explain further. Each of





6. The stadium course is great  
7. Single player mode rocks  
8. Two player mode - a joy and a curse to play

the downhill courses is a race from top to bottom. There is an official path, but there are many other nooks and crannies amongst the hillocks and trees that surround the course.

If you can get to it, you can go anywhere on the mountain. In fact, there is a warning as you begin the event that states that the quickest way to the bottom may not be the official route. Keep this in mind, and try some alternate routes down the mountain and you'll find that you can keep up with the computer opponents much more easily.

Midnight Express is followed by the Stadium course. This is a quarter pipe event, where you head down a steep ramp and perform the most complex trick you can with the big air that you achieve. In this course, like the others, you share the course with your two computer competitors.

This means you can't go when you want to, but judge your jumps to not coincide with one of theirs. You have a time limit and you can't waste time getting tangled up with them.

The next course is Slopestyle. This course is basically a run to the finish but your position is based on your trick points, not how fast you do it. So, scattered all over the place are rails, jumps, and obstacles that can be used to rack the points up in an attempt to outdo your opponents.

This event, like the Half-Pipe have time limits which if you exceed don't stop you in mid slide like other games, instead, your points start dropping. The longer you exceed the time limit the more points you lose. This is based on the real thing and is more realistic in terms of gameplay too.

The last course available at first is Mt Baker Gap. This is a big air event



and is the worst of the events (except for I76, which is the same). This event requires you to slide down a slope, launch into the air and do a trick and land past the road. This is difficult to pull off successfully and for some reason, tricks are much harder to do than in any other event. You can do the same manoeuvre on SlopeStyle and on this one, and in the former you'll rack up the points, while on Mt Baker, you'll probably get 60 at most.

#### Open Circuit? Yeah, right...

The Circuit option I mentioned earlier is accessible once you finish first in all five of these events. And what is the Circuit? Well, it's actually those same five events, set in a prescribed order. Fun, huh?

This is probably one of the big let downs of *Pro Boarders*, in that it doesn't have much to choose from. There is a selection of events to compete in, but 5 basic courses (which also form the circuit), with another 4 (which are Super-Pipe - a souped up half-pipe, FreeRide an arcade version of Slopestyle complete with time bonuses, Boarder-X which is a more cross country version of Midnight Express and is in daylight and I76 which as already discussed is more of the same old Mt Baker Gap) to be unlocked, this game loses out big time when compared to CB3 which has 5 or so mountains, each with 5 or 6 separate events in distinct locations.



#### Two Player Blergh

Two player mode is a joy and a curse. Rather than being stuck in just the downhill event, two player mode gives you access to compete against your mate in most events including half-pipe, which is heaps of fun. Unfortunately, I experienced a couple of problems in this mode that seriously degraded my fun. First is the fact that you are forced to play in vertical split screen mode. Now, I know some of you don't have a

problem with that, but I prefer horizontal so I can see more of what's going on around me. Most games give you an option, but not so here.

Combine this with a camera angle that can seriously give you the spins as it struggles to keep up with you as you bump and jump your way down a course, and you're already not feeling great about this mode. In addition, however, the graphics get in the way and at times, even the snowflakes in Midnight Express got in my way.

## VIDEO

**X** Games: *Pro Boarders* is an officially sponsored game by X Games (owned by ESPN). This means that it includes all the official trimmings, including ESPN signage everywhere throughout the game's events and the various board manufacturers get their plugs too.

An even more blatant inclusion is the selection of videos available from the main menu. These videos are basically advertisements for full feature length snowboarding movies and contain short clips melded together in a pleasing manner. Even though they don't add to the gameplay itself, these videos are quite enjoyable and are of high quality.





### And other bits...

Graphically, this game is brilliant. Like the developers of CB3, Radical have almost eliminated all popup and clipping. This, in combination with a silky-smooth frame rate, means the events are all extremely realistic and enjoyable.

When you can see the grooves cut into the snow by boarders and they look like grooves rather than just different coloured snow, you start to understand how excellent the graphics are in this game.

Some of the controls are easier and more intuitive than those in CB and other titles and it is easy to do tricks. Unless you're a newcomer to

the snowboarding genre, you'll find this a problem - the tricks are too easy. For a beginner, this functionality is excellent and you can hear them scream with excitement as they perform a McTwist, or a double front flip with nose grab.

There are a few niggles however. The menu system is a bit unwieldy, with confirmation queries defaulting to no. This means that rather than just being able to press X a few times to get back to the main menu, you have to press a series of buttons.

The object collision with objects such as buildings seemed a bit off at times but nothing that interfered with the gameplay. My pet hate is that the rails seem to be magnetic; as soon as you get near one, you seem to be sucked on to it and pulled along the entire length of the rail to perfection.

As I said, they're only niggles and nothing to complain about. All up, this game shines through and even if you already own CB3 I would recommend this as another excellent title. For those who are wanting to start the snowboarding experience, this is the one to pick, hands down.

- Andrew Parsons



10



## MUSIC

**X**Games: Pro Boarders follows a welcome trend in PlayStation games by backing the action with music from real-life hot bands. It's all in the grunge, power-punk vein, which means acts like the Foo Fighters, Pennywise (below), NoFX, Lunatic Calm and Melencolin. Just like the techno tunes in Wipeout 2097, the tracks all add to the atmosphere and you'll never tire of shredding and tricking to some of the kicking beats.



**9.** The rails appear to be magnetic; really hard to avoid being sucked onto one and pulled along

**10.** The graphics in this game are incredibly realistic due to the silky smooth frame rate

### Game Features

#### Players

1 or 2  
Players

#### Accessories

Memory Card

Dual Shock  
Compatible

### Alternatives

#### COOL BOARDERS 2



Coolboarders 2 & 3, Big Air



# Devil Dice

PUBLISHER: Sony

DEVELOPER: 3

RELEASE: Available now

PRICE: TBA

CLASSIFICATION: G

**Satan, Satan, Satan.** The big chief devil dude was obviously using his dark powers to help make this 3D puzzler so fiendishly addictive

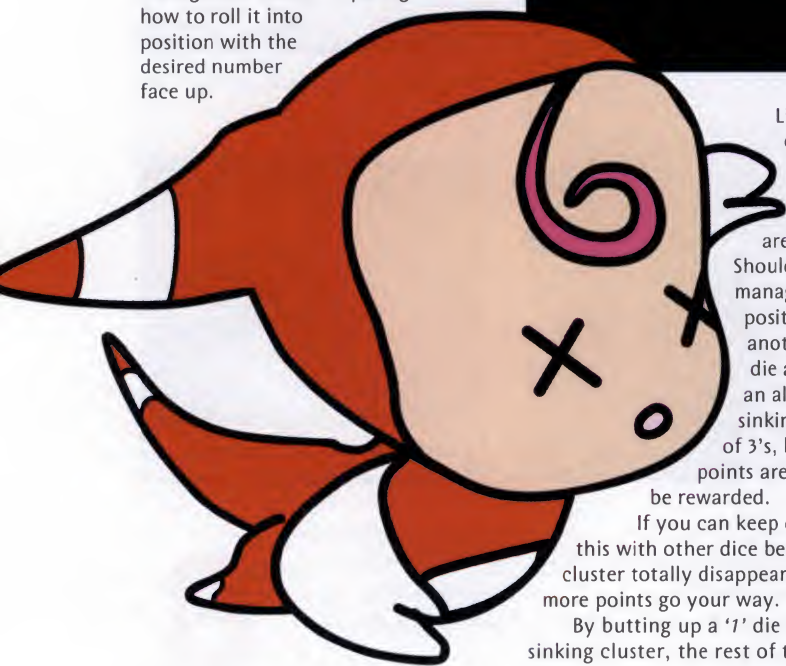
If you thought Kurushi was the final word on addictive puzzlers, *Devil Dice* has arrived. And trust me, this game will give your noggin a real workout!

As always, the gameplay seems amazingly simple: the objective is to rid a gridded board of dice. Initially, they cover perhaps 30% of the board, with each die sitting directly on top of a square.

But as you can guess, more die rise up from the empty squares over time, and therein lies the urgency to clear the board before it's completely occupied!

The only way to make dice vanish is by rolling or pushing them around the board (via a typically cute character) and joining a bunch of them up. But this must be done in a manner where the number displayed on their topmost face corresponds with the number of dice butted up against each other.

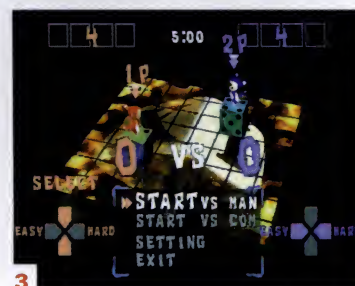
You must butt up three dice with the number '3' or six dice with the number '6' for the cluster to sink back into the board. The fiendishly tricky key to *Devil Dice* is choosing the right die and anticipating how to roll it into position with the desired number face up.



Like any classic puzzler, combo chains are possible. Should you manage to position another '3' die against an already sinking cluster of 3's, bonus points are going to be rewarded.

If you can keep on doing this with other dice before the cluster totally disappears, even more points go your way.

By butting up a '1' die with any sinking cluster, the rest of the '1'



**1. Six sixes!** This guy obviously knows what he's doing

**2. Up to five can compete in Wars mode** **3. Or you can play with a friend**

dice on the board will also disappear - very handy when things are getting tight.

If none of this seems to be making sense so far, there's a very concise tutorial of the rules - with

visual examples - included, alongside the various game modes on offer. The tutorial sets things out so clearly that after you read it, the game seems like a cinch to play. Which of course couldn't be further from the truth!





4

### Rolling die

While your character stands on top of a die, it can be rolled vertically and horizontally across the grid. Once it butts up against another die, the little chap can walk across them and roll the other die further if there's nothing in its path.

If you remain on top of one that's sinking combination too long and end on the floor, you can push the die around.

Getting back on a die can be done by standing on top of one that's rising up from the floor - just look for where the lightning bolts strike - but get there quick. Another reason to stay off the floor is that opponents can roll their die straight over you...

### Mode mayhem

The variety of game modes puts *Devil Dice* ahead of Kurushi in terms of variety. The Trial Mode is a one or two player cooperative game to clear the grid of dice, as already described.

Puzzle mode requires you to sink a single cluster of dice. Don't think it's a walk in the park though, as you're only allowed a certain number of moves to achieve the objective and the combinations get more complex as you progress.

For instance, ones that are made of ice will slide indefinitely when pushed, only to stop when they hit.

#### 4. Stairway to Hell

#### 5. The grid on which you play

#### 6. Match the dice to sink them

#### 7. Dice have different properties



6



7

another die or reach the edge of the board, while the stone die cannot be pushed at all. The Battle mode is totally frantic; the first person to sink 6 sets of dice combinations wins the game (this number is configurable).

Your wits will be pushed to breaking point because as you're rolling a die to line up a combo, the



5

other fellow can roll a die along and 'steal' what you've set up for yourself! Wars mode is the absolute zenith in chaotic party play. Up to five people can compete - but they better be damn good!

Each player starts off with 100 units of 'strength'. As someone sinks a cluster of dice, its point value is subtracted off everybody else's 'strength' value, so the more combos you do, the worse off all the other suckers are.

Reach zero and you're out of the game. The last one standing wins, and like the Battle Mode, stealing opponent's combinations is not only encouraged - it is rewarded!

### Not Puffed Up

Like Kurushi, *Devil Dice*'s graphics are understated and simple. The mascot who rolls the dice is very cute. Also acting as a cursor on the menu screen, it trips as you navigate it from one option to the other!

Musically, the game lacks the grand symphonic atmosphere of Kurushi, opting for somewhat generic sounding electronic ditties; not great but not annoying either.

The gameplay is quite daunting at first. *Devil Dice* perhaps has the steepest learning curve yet for a puzzle game; I'd recommend playing the trial or puzzle modes to accustom yourself to the rules, before attempting any battle scenario.

Thankfully, if you take the time to go through all the rules and tips, you'll get the hang of it soon enough. The game becomes very addictive and you'll be grinning from ear to ear when you start executing multiple combo chains!

On paper, Battle and War modes sound great. I could just imagine the mayhem and laughs ensuing from a round with friends, and I don't doubt that a challenge amongst seasoned players would be brilliant fun.

But unlike most multiplayer games that usually have a level of immediacy, *Devil Dice*'s tougher learning curve makes the prospect of an inexperienced opponent picking it up and getting into it a tad slim.

Nevertheless, the multiplayer mode has the potential to be an A-class hysterical party game given practice, and this is its main strong point over Kurushi.

*Devil Dice* is an ingenious puzzler; again it's a testament to the developer's skill to create something so quirky and addictive using such simple elements. All you need is a little bit of patience to get used to it, and there's a good chance that you will soon be hooked!

- Amos Wong



## Game Features

### Players

1 to 4 Players

### Accessories

Memory Card

Standard Controller

## Alternatives

### KURUSHI



Kurushi

Official Australian  
**PlayStation**  
19 February 1998 Magazine

GRAPHICS:	★★★	They do the job well
SOUND:	★★★	Umm...nice 'clunk' sounds!
GAMEPLAY:	★★★★	Sucks you right into addiction
LIFESPAN:	★★★★★	Brilliant multiplayer modes
PRESENTATION:	★★★★	Subtle and tactful

Overall: *Devil Dice* takes the throne of best 3-D puzzle game ever!

8

OUT OF TEN



# Asteroids

■ PUBLISHER: Activision

■ DEVELOPER: Activision

■ RELEASE: Available now

■ PRICE: TBA

■ CLASSIFICATION: G

**Asteroids allows old gamers to relive some treasured memories and lets newcomers discover what the old-timers are constantly raving about!**



**T**his game is a remake of an older one (a certified classic even), which was also called *Asteroids*. In fact, they were both made by the same company.

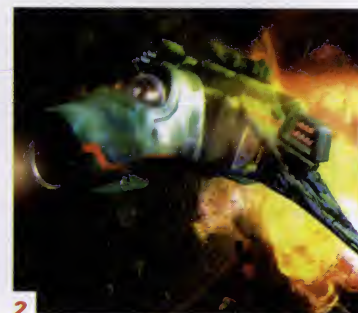
Small wonder then that this version appears to be, graphics aside, identical to its forefather.

It offers the same free-fall gameplay and almost exactly the same sound effects, only this time there are about a billion stages to work your way through as well as some snappy full movie sequences to give it that 90's feel.

If you have not seen or played the original game of *Asteroids*, then it may require a stretching of your imagination to envisage just how basic a game this is.

It's like this - you're the pilot of a small space vessel and you go around the screen shooting asteroids. The screenshots tell it all.

Rocks of all shapes and sizes float in front of you and across the screen and it is your job to zoom around exploding them repeatedly with your lasers until they disappear from space.



**Main.** The actual game looks almost as good as this advertising artwork  
**1.** A perfect time to use a smart bomb **2.** The FMV is fancy-pants material



### The original wrapper

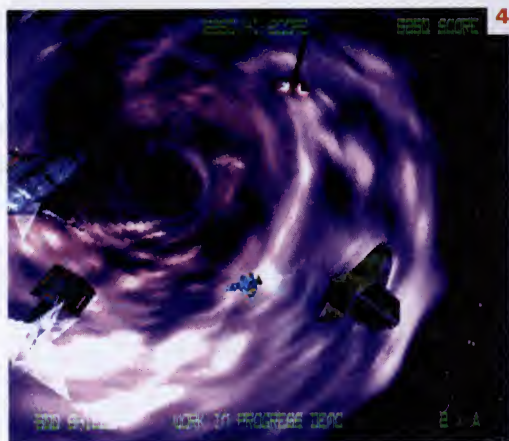
The key feature of *Asteroids* is the wraparound screen. When you travel to the edge of the playing field you continue to fly through to the other side of the television screen. This can be great fun as it enables you to pick up tremendous speed if you just leave the thrust on, but it can also make things very tricky as far as avoiding the asteroids goes. Not only does your ship transgress the borderlines of the screen, but so does your laser fire and the asteroids.

Bear in mind that all of the asteroids on the screen are travelling at their own velocities and in their own directions, with no regard for the four sides of the TV, so things fast become hectic.

What I'm saying is that it's hard. Some of the meteorites start off absolutely HUGE, covering up to one third of the screen. Each time you blast one, they break up into smaller, faster pieces. Eventually, when you shoot the really little bits of debris, they disappear. By that stage of course there are so many other minuscule pieces of meteor that the puzzle element of the game takes over the action.



3



4

3. Must destroy the crystals before the vortex destroys me  
4. Even the backgrounds can be hazardous to one's health

in between, using the left thumb stick. The right stick is employed for the thrust function. Unfortunately the L3 and R3 buttons aren't used, though the rest are programmable.

There are also buttons for flip, shields, hyperspace and two for shooting.

The hyperspace function instantly puts your ship in a new position on the screen and is a last resort, as it can place you nearby or even inside another asteroid.

The shields are limited. They activate for as long as you press the button down, which can be for up to five seconds. This is a life-saving device for those tight moments of being in between a rock and a rather hard place (usually another rock). Eventually the asteroids give way to

tougher enemies. Other space ships with firepower similar or superior to your own crop up. Power-ups appear as well so that you can maintain an almost fair fight with upgraded weapons and shields.

Two players may fight cooperatively through a series of screens, each with more obstacles and enemies than the last. The players are unable to shoot each other and when one of them loses all five lives the game ends. It's not much, but it's enough for a bit of friendly fun with a mate.

The end result of this latest *Asteroids* incarnation is that it is disappointingly similar to the original. The gameplay is solid and the concept is decent, but it's just too much of the same to rate highly. Check it out if you loved, or were good at, the original *Asteroids*.

- Hillous Lesslie

It can be very frustrating, when you survive trailblazing comets and enormous stones hurtling through the cosmos, only to be wiped out by a tiny shard smaller than your ship. You might feel like punching the TV, but don't. It really hurts.

### Entering Hyperspace

*Asteroids* definitely has its good points. One of these is the installation of analogue control. If you want to, you may rotate your ship, quickly, slowly or at any speed

## Game Features

### Players

1 or 2 Players

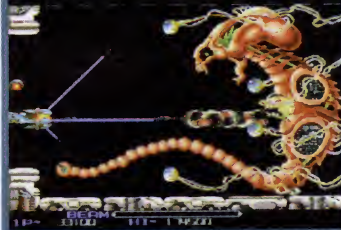
### Accessories

Memory Card

Dual Shock Compatible

## Alternatives

### R-TYPES



### R-Types and G-Darius

Official Australian  
**PlayStation**  
19 February 1999 Magazine

GRAPHICS:	★★★	Sharp and smooth, lacking colour
SOUND:	★★	No advancement over original
GAMEPLAY:	★★★★	A great concept
LIFESPAN:	★★★	It is so hard you will return
PRESENTATION:	★★★	Delicious FMV, but that's about it

Overall: While many may find it addictive, many more will find it frustrating and repetitive

5

OUT OF TEN



# Rushdown

■ PUBLISHER: Infogrames

■ DEVELOPER: Virtual Studio

■ RELEASE: Available now

■ PRICE: \$89.95

■ CLASSIFICATION: G

Experience the thrill of “*extreme*” sports from the comfort and safety of your own lounge room. Or maybe not...



It amazes me that there is a certain breed of human that thoroughly enjoys hurling themselves off a cliff face or neutering themselves on a mountain bike. Quite frankly, I find the whole idea very disturbing. However, when you're controlling a pixellated knob that you can hurl off cliffs then it's actually very entertaining. Or it should be.

*Rushdown* is yet another extreme sport title to make it onto the PlayStation, going for a mix of sports instead of the usual one. This title offers us kayaking,

snowboarding and mountain biking which is lucky because only one event would have made this game unbuyable. The offer of three different sports is the only thing that holds the head of this turkey above water.

## Racing the clock

*Rushdown* is basically a very simple game with an overly easy interface and sequencing of events. The main idea is to simply race against the clock. Each sport is represented by five different courses

1. Where are the competitors? 2. The trees all grow the same here  
3. The backdrops are the game's best feature 4. Weeee!

played on five different continents. In order to play all the stages you have to start at the first and beat the clock to unlock the second and so on.

This way of unlocking the other stages unfortunately makes the game feel very empty. In most games that have tracks, the only way to unlock the tracks is to win an event by beating the computer opponents. It's never just a time trial affair because

that usually makes the game feel too singular. The interface is too easy because there aren't enough options and/or characters.

The modes of play are broken up into the dull arcade mode, the slightly more difficult tournament mode or the average two player mode. The two player mode is OK but like in single player, it all gets boring too quickly.



The developers for *Rushdown* must be rather dull with few friends because they've only put four characters in the game!

If there are any games developers reading this, could you please pass on a message to your fellow developing brethren? We want more characters in games, especially games like *Rushdown*!

The second problem is that in each sports event there are only four different styles of equipment

**'This title offers us the sports of kayaking, snowboarding and mountain biking'**



5



7

### Plays like poo

The most glaring fault with *Rushdown* is the completely ordinary gameplay. No, make that the absolutely shocking, dull and exceptionally lifeless gameplay.

Unfortunately for the snowboarding section, there's awesome competition around in games like *Pro Boarder* or *Cool Boarders 3*, but even without such stable mates, *Rushdown* has got to be the worst virtual snowboarding you could experience.

As for the mountain biking, it too is fairly horrible. If the rigid controls and bodgey dynamics don't turn you off then the pathetically programmed crashes will.

The kayaking is the most fun out of the three events and the graphics don't look half bad either (compared to the mountain biking stage). But like the first two events, kayaking is hampered by poor control and dynamics.

This game fails to meet the three requirements of a game (i.e. good gameplay, intuitive controlling and nice graphics). When a game looks like it's not going to match its competitor then it should be delayed until it is as good as what's available.

To add insult to injury and kick the victim while they're down, the music in *Rushdown* sucks the big one! I mean, I have heard mindless musical suicide once before and I'm positive I heard it again while playing this game.

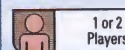
It's becoming industry standard to get big name bands to record for a game. Just listen to games like *Pro Boarder* or *Big Air*. This sort of crap doesn't cut it anymore.

There's a new game coming out called *Rushdown* that incorporates snowboarding, kayaking and mountain biking. It suffers from dull gameplay, rotten music and has graphics that hurt the eye. Avoid.

- Matt Adamsons

## Game Features

### Players



1 or 2  
Players

### Accessories



Memory Card



Dual Shock  
Compatible

## Alternatives

### PRO BOARDER



**Pro Boarder, Cool Boarders 3, Extreme Games 2, Big Air**



# Libero Grande

PUBLISHER: Sony

DEVELOPER: Namco

RELEASE: Available now

PRICE: \$69.95

CLASSIFICATION: G

Yeah, yeah, we know we reviewed this game last issue, but we reckon its unique perspective deserves another look...

Now and then, a game arrives in the office of this magazine that so polarises opinions that you'd swear the two sides were talking about different games. In our last issue, Namco's *Libero Grande* went up against EA's FIFA '99 and in the face of such opposition received 4/10.

Yet comparing these two games is a flawed proposition. Placing Namco's innovative arcade style soccer game next to EA's rigid simulation style is a bit like trying to compare Wipeout to Gran Turismo. In line with this fact, we decided that *Libero Grande* deserves a fresh look and the right to be judged on its own merits.

1. An ambitious shot
2. The arrows points at the goal
3. It's out! 4. It's in!



## One man control

As mentioned last issue, the main difference between *Libero Grande* and existing soccer games is the style and method of control.

Whereas most of the soccer games around make you God, with full control over any character in the team, *Libero Grande* gives you control over one character.

Whether you appreciate *Libero Grande* or not depends entirely on how receptive you are to this position. My esteemed colleague in the last issue found this to be the game's death knell, yet I can only feel, with his assertion that you only control the game for an 11th of the time, that he has missed the point.

The best way to consider *Libero Grande* is as a player/coach/striker sim, but it should also be

remembered that this is an arcade game, and thus it focusses more on fast action than a 100% soccer sim.

In *Libero Grande* you start off by choosing a striker from a large group of players with names very similar but not quite the same as famous players (e.g. The guy who looks like Ronaldo is called Raimundo and so on). Then select a team formation you like and off you go.

While it's true to say that most of your subsequent time is spent controlling your nominated player, in tune with the player/coach idea, you are able to order your team to do various things: you can call for the ball, order a tackle, clearance or shot on goal among others.

Sometimes your players are a little reticent to obey your commands, but with a little practice *Libero Grande* offers some fine



gameplay indeed. This method works quite well on offense (simply work the ball up to your player and score), but the emphasis on the striker makes defense a more contentious issue.

Unless you are going to run your striker down to a fullback position every time you are on defense, the defending action tends to be something that ends up taking place in the distance.

And while you can order tackles and such, it's not really very satisfying. This however leads to the idea that the best defense is to counter attack and thus backs up the arcade feel of *Libero Grande*.

**'You can call for the ball, order a tackle, clearance or shot on goal among others'**

### Vertical multiplayer

In further illustration of this arcade style, *Libero Grande* contains a number of different modes of play including a two-player facility. This takes place via a vertical split screen (due to the one player focus) and there are cooperative and versus modes. The styles of play cover traditional bases: exhibition matches, World Cup style events etc,



- 5. Header or head on?
- 6. There are a few in-game options
- 7. Warning: goalie throwing in
- 8. Hey, that was surely mine!



and in an extension of arcade style, completing various modes of play entitles you to a greater player choice.

This gives *Libero Grande* a kind of sports game meets Tekken feel (only in terms of progression; sadly you cannot beat the crap out of your opponents) and importantly a gateway to long term play.



5



7



8

While *Libero Grande* contains a large number of cool moves (like volley kicks, bicycle kicks and so on) that are smoothly replicated in terms of motion, it is safe to say that the graphics are a disappointment. While individual moves are nicely executed, the basic movement tends to be quite jerky, and the characters are really quite blocky and cumbersome.

While you can play down the gameplay inadequacies as a different style worthy of investigation, the graphic production just doesn't cut it when compared to FIFA, ISS Pro and other soccer big boys. Of particular distaste is the camera angle which becomes a pain after a while, especially in strongly contested mid-field action.

There are some really nice production touches like increased crowd action when you reach the finals of a cup, but overall *Libero Grande* has a definite old school feel to its production.

In the end, *Libero Grande* will remain an extremely personal choice. Some will play it for ten minutes and feel that last issue's review pretty much covered everything. With its unique take on soccer distancing it from the mass of available games (which are basically identical in concept) *Libero Grande* is worth investigating if you're a soccer fan looking for something different.

- Adrian Bertram

### Game Features

#### Players

1 or 2 Players

Link Cable 2 Consoles

#### Accessories

Memory Card

Dual Shock Compatible

### Alternatives

FIFA '99



FIFA '99, ISS Pro Series

Official Australian  
**PlayStation**  
19 February 1999 Magazine

■ GRAPHICS:	★★★	Nice moves but a bit blocky
■ SOUND:	★★	Spartan sounds and music
■ GAMEPLAY:	★★★	You'll either love it or hate it
■ LIFESPAN:	★★★	Arcade progression for good lifespan
■ PRESENTATION:	★★	Definitely looks a little dated

■ **Overall:** A rather fresh take on soccer, but it is probably not for everyone

**7**

OUT OF TEN



# NHL '99

PUBLISHER: EA

DEVELOPER: EA

RELEASE: Available now

PRICE: TBA

CLASSIFICATION: G

Another year, another update of E A Sports' NHL franchise. Thankfully, this one's the best yet!

I've been a big fan of NHL games in general and EA's NHL series specifically for quite some time now, stretching back to some 16-bit efforts that would appear laughable by today's standards.

EA's NHL series has been reliable over the years, yet last year there were voices of dissent. While NHL '98 was a nice-looking effort, with fine production values and fast action, it had a slight drawback in its furious AI and the basic difficulty in scoring.

While not a completely dreadful thing, the approach didn't quite gel with a number of people (if your letter are anything to go by), and many (including myself) felt frustrated with being stuck on rookie class. Fortunately, EA have listened and ease of scoring is the major renovation in NHL '99.

## Longer Learning Curve

The restructuring of gameplay options is the most important factor in NHL '99 and its been implemented in an interesting fashion. Rather than just make it easier to score in general, EA have included a longer learning curve through the inclusion of a fourth skill level (beginner).



1. Five minutes to go...
2. Where's the puck?
3. I've got a big stick and I'm not afraid to use it!

In the lower levels it is definitely easier to score, but one of the main reasons is the fact that game speed is scaled across the skill levels.

Thus, on beginner, due to the fact that the speed is slower, it's easier to maintain possession and get yourself into a scoring position. Of course, the comparative weakness of the goalie helps quite a lot.

The skills levels have been scaled well, and while few people will feel the need to stay on beginner for long (unless you have a pathological desire to beat NHL All Stars with Team Kazakhstan 15-0), the higher level games, with their vastly increased speed, expanded violence and such, will provide a fine challenge for even the most experienced and skilled player.

If you're having trouble getting through, NHL '99 contains a very thorough training option which gives you the chance to practice a number of set scenarios (one-on-ones, breakaways, power plays etc.), until you feel ready to take on the big boys.



## Dodging & Weaving

While the restructuring of the skill levels and the ease of scoring make the greatest improvements to the playability of *NHL '99*, I was also very impressed with the improvement in player animation and motion.

This was all good in *NHL '98*, but now there's an increased sense of skating inertia and the need to build up speed. As well, all the players are much more maneuverable and it's easier to dodge and weave around defenders.

In addition to your shots going in more often, they're also very easy to pull off; be they breakaways, slick one timers or a scoop shot over the goalie's arm.

The shot meter also makes a big difference here, and while it may seem an unnecessary distraction to the casual observer, it provides great assistance to both sides: on offense it lets you know how hard you're about to hit it, and on defense, it lets you know when your (human) opponent is going to take a shot on goal.



1. The characters' movement is well captured...
2. ...but the crowd couldn't be much less convincing



## Slick as TV

*NHL '99* is the usual EA production tour de force, and comes close to that TV broadcast feel they're aiming for. Besides its slick graphics, *NHL '99* has excellent sound. The industrial/metal beats in the menus are great, but it's only the tip of the iceberg when compared to the in-game effects.

*NHL '99* has surging crowd sounds, a bizarre organ grinder and one of the best play-by-play calls I've ever heard. This call, besides being authentic and accurate, suffers from

**'It is not just unacceptable violence though, and provides consolation if you are having trouble beating someone'**

no lag, keeping up with even the most furious play action. Gloriously, it continues during the fights, and there is nothing that compares to decking a hockey player while an American commentator describes it.

## Talking Biffo

This brings us to my favourite part of *NHL '99* - the violence. Forget what people say about wimpy future sports games; nothing compares to ice hockey when you're talking biff.

In this respect *NHL '99* takes the cake, with shocking impacts and bone-crushing checks. It is not just unacceptable violence though and provides consolation if you are having trouble beating someone.

My only detracting point is that I find it impossible to play *NHL '99* for too long at once, due to the ice rink intensity and sweeping camera angles. This is a minor problem, and does nothing to take away from *NHL '99*'s position as the best NHL game to date.

- Adrian Bertram

## Game Features

### Players

1 to 8 Players

### Accessories

Memory Card

Dual Shock Compatible

## Alternatives

### ACTUA ICE HOCKEY



Actua Ice Hockey

Official Australian  
**PlayStation**  
19 February 1999 Magazine

■ GRAPHICS:	★★★★	Excellent animation and motion
■ SOUND:	★★★★★	Absolutely spot on. Realism plus
■ GAMEPLAY:	★★★★	Greatly improved, easier to pick up
■ LIFESPAN:	★★★★	Higher levels should be a challenge
■ PRESENTATION:	★★★★	Another immaculate effort from EA

■ **Overall:** EA have done it again with a complete and eminently playable sim

**9**

OUT OF TEN



# NBA Live '99

■ PUBLISHER: EA

■ DEVELOPER: EA

■ RELEASE: Available now

■ PRICE: TBA

■ CLASSIFICATION: G

**What is EA going to call it next year? NBA Live '00? NBA 2000? NBA Hero Zero? This is an important question and we demand answers!**

While some of EA Sports' titles seem to drift in and out of success with inconsistent efforts, their NBA Live titles have been solid to say the least, and their '97 and '98 updates were both champions of PlayStation NBA.

This success is due to unparalleled realism and attention to detail, tempered with fine gameplay and the sort of long-term appeal that some games can only dream about.

However, right now, EA have some problems to face: at the time of writing it is quite possible that there will be no NBA season this year due to the lockout situation, and NBA fans are becoming increasingly disenchanted and, in America at least, have been turning to other sports in droves.

With this in mind, *NBA Live '99* needed to be a rather sensational effort to revive flagging fan interest and provide a seamless virtual game that will leave the bickering of reality far behind.

Fortunately for jaded NBA fans, *NBA Live '99* is not only a fine update on previous installments, but goes a long way towards correcting faults that have hampered all NBA games for years.



1. All right! Who stole the ball?
2. This looks good
3. Must be in Chicago...
4. The players' facial expressions can be disconcerting

## Speeded Up

The first and most obvious difference in *Live 99* is the furious speed with which the whole thing operates. Go back and play the '98 game after looking at the new effort and you'd be forgiven for thinking something has happened to your PSX.

The difference is incredible. This mainly boils down to a change in style of the actual play. Whereas previous *Live* efforts have centred more on a predominantly half court style of play, *Live '99* provides a far more flowing style of play.



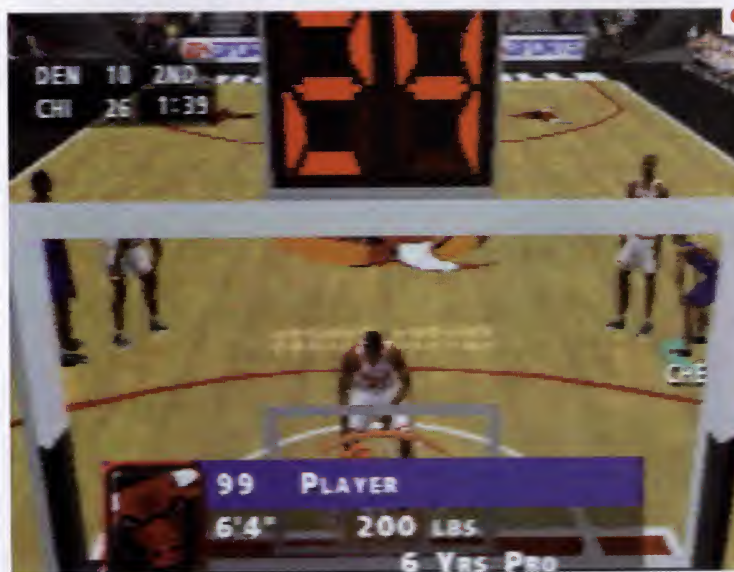


As a result, you can fast break up and down the floor, pull off touch passes on breaks, spin and twist more than a breakdancing hedgehog on an oil slick, and perform dunks that are faster, stronger and better than before.

Gloriously, it's not just human players who are blessed with this improvement in style and the renovations this brings to the AI are truly outstanding. CPU teams now fast break on you, foul as much as you do and your opponents can now learn your moves.

This forces you to vary your offense and hence become better at the game. Not only is this a great improvement, but it's a true incentive to buy *Live '99* over previous efforts.

When I first got *Live '98*, my wealth of experience on '97 meant I had to instantly play on Superstar Level to get a decent match, and it was only through multi-player that I was able to get a fair game between equal teams. Even after heavy play on *Live '99*, I've still only made it to All Star and the AI appears to have a far greater scope and depth, giving the game an increased lifespan.



#### Nice and Clear

Graphically, *NBA Live '99* has improvements, but it's not instantly apparent. Those familiar with *Live '98* might think that the graphics just don't have the sharp edge of '98, but the big differences lie in the depth of the characters and the animations.

Gone are the cardboard cut-out feel and stiff motions of '98, replaced with solid characters with superb animations. All the checks, spins and crossovers are realistically animated and there's a far greater degree of animation on all parts of the players; their legs move independently, you can see their hands move and so on.

#### It's Dunking Good!

*NBA Live '99* contains all the usual gameplay features, such as playoffs, season play (which can now be extended through 10 seasons), and the return of the 3 point shoot-out. In addition, *Live '99* also includes a practice option, which is the closest we'll get to a dunk contest.

This mode gives you the chance to take the player of your choice to a deserted court and practice moves. It's a good way to get your skills up, but it basically turns into a dunk fest.

With features and gameplay as good as this, *NBA Live '99* takes its place on the PSX basketball throne, which is still warm from *Live '98*. EA have raised the stakes again. It seems unlikely that anyone will catch up.

- Adrian Bertam



5. Serious hangtime
6. Total concentration
7. Hey! Gimme that! You're mean!

#### Game Features

##### Players

1 to 8 Players

Multi Tap Adaptable 1-8 Players

##### Accessories

Memory Card

Dual Shock Compatible

#### Alternatives

##### NBA Live 98



Total NBA 98, NBA Live 98

Official Australian  
**PlayStation**  
19 February 1999 Magazine

■ GRAPHICS:	★★★★	Fluid player movement
■ SOUND:	★★★★	Fine commentary, funkier music
■ GAMEPLAY:	★★★★★	Excellent. Bravo. Encore...
■ LIFESPAN:	★★★★★	...NBA 2000?
■ PRESENTATION:	★★★	Menus and stat screens a little drab

■ **Overall:** Basketball fans will find it hard not to get excited about this

9

OUT OF TEN



# Legend

PUBLISHER: Funsoft

DEVELOPER: Toka

RELEASE: Available now

PRICE: \$89.95

CLASSIFICATION: TBA

## Wanna play a great game? Try and avoid Legend then

The PlayStation has had its fair share of decent platform and adventure games over the years, scrolling and otherwise. So why did Funsoft ever think to add this atrocity to the pile?

To make some more dollars? That couldn't be it, as only a fool would pay real money for a circular piece of plastic. To entertain? Possibly, but you would have to be either very young or very inexperienced with games to appreciate the thrills and spills *Legend* has to offer.

Because they were bored? Yes, that must be it! The developers at TOKA were extremely frustrated due to road rage or something, so they decided to spend months of time and effort creating a game.

This game would effectively transmit all of their feelings of impotence and agony into the living rooms of thousands of innocent PlayStation players.

They really ought to be heartily congratulated for conveying these emotions so thoroughly. The time and effort that goes in to making a game (even like this), is astounding.

Within moments of playing the game, people begin to feel the pain of what it must have been like for these "legends" whom the player guides through level after tiresome level after level.



1

1. I think it's an ogre
- 2 - 4 The opening video bit is nice - even the cards!
5. Medieval version of rock/scissors/paper
6. Magic glove demands attention



2



3



4



5



6

### Charisma-free zone

The game opens with a rather beautiful, although short, piece of full motion video. Then there are three quite uncharismatic characters

to choose from: a girl and two guys. After selecting a hero or heroine, we see a map being stabbed by a muscular cartoon arm, which is sadly as much explanation of the 'plot' as we get.



In the game they walk along an unwinding path, slaughtering big blocky messes that are supposed to be ogres and trolls and whatnot, hacking and slashing with sheer will power and patience until they reach a boss who looks as bad as the rest of the baddies. Kill him, progress to the next stage of the game, yawn some more.

There are things to collect along the way, so it's not as terrible as I'm implying. Some of the enemies leave goodies behind when they die, like food for healing yourself with, new weapons for diversity and cash to be spent at the shop in between levels.

### Let's go shopping!

The shop is probably the game's best feature, but don't be fooled into thinking that it's any good. You can buy weapons, food and lives and there's even a shopkeeper who looks a little groggy, staggering back and forth behind the counter.

The food simply restores a bit of your life bar when eaten, but you cannot save it up for dire times. The weapons are limited in number and identical in effect. Only the crossbow is at all unique, in that it enables you to attack from a distance.

All of the weapons (axes, swords, daggers, crossbows) are limited. That is to say, they run out



after a short period of usage and disappear when their time is up.

All right, I lied. The characters have an appalling range of unarmed attacks. There is a punch button ('attack' when armed) a kick button and a jump button.

Each character has a three-hit punch combo and a two-hit kick combo. You may jump, but while in the air only the punch button will seem to do anything, and what it does is capital 'L' lame. There are no flying kicks.

### Worse than Double Dragon

No combination of buttons causes any further attacks. To run, you tap and hold in any direction, but get this - you can't attack while running. In some ways this game predates the engine used for Double Dragon, and I hear the younger readers asking, "what's Double Dragon?"

"Better than this," is the answer. It may have been a limited 2D scrolling piece of crap out over five years ago, but at least the characters

looked halfway decent. The guys in *Legend* didn't even make it a bit of the way to realism.

You may be able to guess what my conclusion to this review is. Don't do it. It would have scored one if not for the two player feature. I have a soft spot for cooperative multi player games and even though *Legend* couldn't hold the attention of a half serious gamer for more than four seconds, it may have the capacity to entertain toddlers for a few minutes.

- Hillous Lesslie



- 7. Look ma, I can carry a tree!
- 8. More of the same
- 9. The crossbow bonus stage
- 10. I'm sure he's pissed!

### Game Features

#### Players



1 or 2  
Players

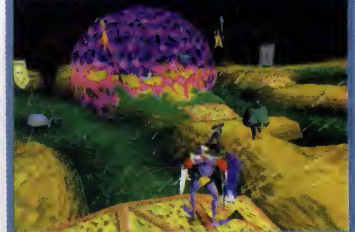
#### Accessories



Memory Card

### Alternatives

#### MEDIEVIL



Medievil, Fighting Force



# Tiger Woods '99

■ PUBLISHER: EA

■ DEVELOPER: EA Sports

■ RELEASE: Now

■ PRICE: TBA

■ CLASSIFICATION: G

**Well, well, well... What do we have here? A nice little golf game that should satisfy your hunger for chipping and putting...**

**W**hen I first loaded up *Tiger Woods 99* on the PC I was really impressed. The graphics detail in the game was unbelievably clear and crisp, the sound was excellent and the videos and in-game tips were well designed and not overbearing at all.

What was different about *Tiger Woods 99* when compared to other games was that it had a slight arcade feel to it, but this only added to the experience. Well, *Tiger Woods 99* is now available on the PSX and I have to say, it is just as enjoyable.

## Options galore

*Tiger Woods 99* is a very good sim of the game of golf. It has all the classic features of the genre and goes the extra couple of steps that EA is known for to provide you with a great encounter.

The modes of play are eight-fold: Practice, Stroke play, Foursome, Four Ball, Shoot-out, Skins, Tournament and Tour. There are a total of five 18-hole courses. This is amazing when you consider that in addition to this are the opening two movies, and the in-game video tips you can get from Tiger himself.



1. An idyllic landscape
2. Tiger's pants light up to a rather pretty explosion when you get the swing just right
3. No matter how long he keeps smiling, his face never gets sore!

In the single player game, you can access all of these options, and you can choose to have *Tiger Woods 99* keep track of all of your statistics, from the longest drive to the longest putt and just how many eagles you have made.

It can keep these statistics between players also, so you may have a longest drive of 300 yards, but the longest overall drive may belong to your mate - this adds to the replayability of this title.

Probably the most challenging option is the Tour option. In this mode, you have to play all five courses (four rounds of each!) against the best the American tour has to offer, including of course, Tiger Woods himself.





### 30 minutes for a round of golf?

Saving is a little slow, but one thing that will offset your need to save is the fact that you can play a round in 30 minutes. Because of the efficient way that EA have programmed the animation in *Tiger Woods 99*, when you play a shot, the camera follows the ball to its resting place. It also swivels around so when it is finished, you find yourself ready to take your next shot with the camera positioned; aimed at the hole.

This is great because there's no waiting time between shots on a hole and the game can be played continuously. This alone makes *Tiger Woods 99* a special golf game.



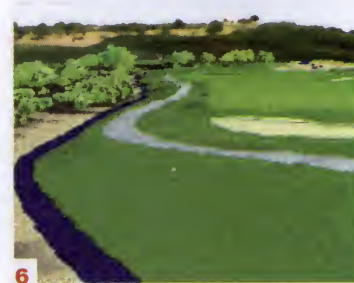
**4.** This picture needs surf, then his silly smile would make some sense  
**5. 6.** The camera follows the ball, giving you a feel for the course  
**7.** This guy has encountered a spot of bother, and he's still grinning like an idiot!

Of course there is a downside to all of this. Because EA wanted to achieve this goal of 30 minutes for a round, they had to reduce the level of graphics detail and animation.

This produced a flat, static bitmap for water that is a dark blue. Also, there is no movement anywhere except for the flag and your ball and player. That said, the detail is impressive for a PlayStation game and is just another sign that the potential of our trusty little grey consoles is truly mind boggling.

### But it is a bit arcade-ish

I mentioned the arcade feel to the game earlier and I should probably describe a few of the features that gave me that impression. The first is the Tiger Charge effect.



This occurs when you hit that perfect shot. Instead of going that perfect distance, with a swirl of computer animation and a whooshing sound, your ball takes off like a rocket. Unrealistic, but a fun option to have turned on.

The other feature that I didn't think much of until I tried it was Tiger Control. If you are hitting the ball from the tee or the fairway, between the time it hits the club face and the first time it lands on the ground, you have an extra chance to control the shot.

By pressing in the appropriate direction on the D-button, you can give the ball top-spin or back-spin, or even cause the ball to have a bit of draw or fade. As I said, I didn't like the sound of this, but it allows you to concentrate on the direction and length of your shot first, then when you take it, you can finetune it.

This turned out to be one of the most effective features in this game and I am impressed with the depth of play it provides.

Probably the biggest thing missing is some sort of top view or hole layout view. There's nothing

more frustrating than to not know exactly where you are supposed to go and the fact that this does not allow you to plan more than one (sometimes two) shots in advance did detract a little from the gameplay.

To counter this, EA have allowed you to zoom in or out with quite a bit of variation on the zoom levels. Also, by a press of the O button, you can move to a better picture of where you are aiming your shot. This allows great finetuning and definitely saved my bacon more than a few times.

### Insult and taunt your opponents

Multi-player is well implemented with each player able to have their own controller. So if you have a multi-tap, you can have each of the four players holding their own.

What this means is that not only do you not waste time in swapping controllers, but you can also verbally taunt your competitors as they line up for their shot. Not as effective in a game as in the real thing, it still can get quite annoying and thus is a fun little addition to this already fairly complete game.

*Tiger Woods* is a great golf game. For the hardcore golf simulation fan, you may be a bit irked at some of the options, but they're options and can be looked past easily. For the gamer who enjoys a good game of golf, there's none better than *Tiger Woods 99*.

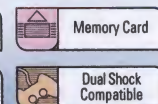
- Andrew Parsons

## Game Features

### Players



### Accessories



## Alternatives

### EVERYBODY'S GOLF



### Everybody's Golf

Official Australian  
**PlayStation**  
 19 February 1999 Magazine

GRAPHICS:	★★★★★	No loading time between shots
SOUND:	★★★	Music and sound are OK
GAMEPLAY:	★★★★	A little arcadey - but it works well
LIFESPAN:	★★★★	Enough variety on the game of golf
PRESENTATION:	★★★★★	Easy to follow, loading times amazing

**Overall:** When EA try, they don't just beat the competition - they totally cream them

**8**

OUT OF TEN



# Blaze & Blade

PUBLISHER: Funsoft

DEVELOPER: Funsoft

RELEASE: February '99

PRICE: \$89.95

CLASSIFICATION: TBA

Ever wanted to wander the lands with a group of your favourite friends, doing justice for the good, fighting evil and visiting the herb girl? Now you can

When Final Fantasy VII was released over a year ago, it looked as if that oft neglected group, the PSX RPG fans, were finally being allowed to experience the sort of gameplay improvements that were happening across the board in other genres.

Additionally, it looked like we might get some variety in the games and some sort of consistency in release schedules. Instead, RPGs have remained unchanged, sticking to the same two basic styles and holding firm as the last bastion of sprite activity.

Translation delays from this (mainly) Japanese genre have also ensured that RPGs seem dated by the time we see them. However, Funsoft's *Blaze & Blade* has arrived with full polygon graphics and four-player action - will it be able to save the day or will it blend in while people wait for Square's next masterpiece.



1



2



3

1. 2. The menus are reminiscent of other RPG's and are fully functional  
3. Classic fantasy graphics. Excellent! 4. A good day indeed



4

## Platform objectives

*Blaze & Blade* is a real-time combat RPG (in the manner of *Diablo*, *Alundra* or old *Zelda* games), as opposed to the more common turn-based style (FFVII etc). As such, it concentrates more on adventuring and the procurement of items than on interaction with a complex plot.

This doesn't mean that *Blaze & Blade* is without a storyline, but it's a fairly simple cliché involving ancient powers and the retrieval of 12 magical gems. If this sounds more like objectives in a platform game than an RPG then you're not far wrong as *Blaze & Blade*'s emphasis on gameplay action sees it resembling a 3D platformer more than an RPG.

The adoption of this less rigid style of RPG provides for some fine advantages, most notably being able to create your character(s) from scratch rather than being saddled with the confused adolescent male wimp who tends to star in most RPGs.

*Blaze & Blade* gives you the choice of eight classes in both genders and you're also able to choose their emotional template (e.g. impulsive, polite etc). This gives a far greater sense of individuality for each game and thus a better feel of immersion in the game.



## Group slashing

These characters are all nicely represented and in the close views the detail is quite nice. However, to play *Blaze & Blade* you usually need to zoom out to a fairly wide view, and while it is a good thing that you can change the angle and zoom of the view in real time, the characters and monsters can become indistinct on the long views.

Add to this the fact that action becomes cluttered with more than two players on screen, and *Blaze & Blade*'s graphics fall a bit short of the mark. Essentially, it just ends up looking like most sprite-based RPGs, albeit with far greater flexibility.

*Blaze & Blade*'s drawcard is the ability to have four players on the same screen happily adventuring away. This facet of the game has been handled nicely and there doesn't appear to be any real slowdown with more than one player.

5. 6. Although it's a fair game, the combat is a little dull sometimes
7. A wrong step could be painful
8. The compass is very helpful



However there are some important considerations before you blindly rush out and buy a multi-tap. *Blaze & Blade*, like many other RPGs and similar games, probably works best as a single player experience due mainly to the time considerations inherent in the style.

You might be thinking that a bit of multi-player slashing will take you back to the heady days of Gauntlet, but unless you live in a house full of RPG nutters, you'll be hard pressed to get a good multi game going, as *Blaze & Blade* doesn't have the drop-in appeal of classics like Bomberman or Micro Machines.

## Boring Combat

The one factor in *Blaze & Blade* which makes me feel that it will only have dubious appeal outside die-hard RPG fans is that the combat is essentially quite boring.

In the end, while *Blaze & Blade* maintains appeal, it would be classed as average if it were not for its four player facility. As it stands, if you can find friends to join you on a quest then you may be rewarded, but *Blaze & Blade* is a little dry an experience to gain mainstream success.

Hardened RPG fans will have fun.

- Adrian Bertram



**'Blaze & Blade's emphasis on gameplay action sees it resembling a 3D platformer more than an RPG'**



## Game Features

### Players

- 1 to 4 Players
- Multi Tap Adaptable 1-4 Players

### Accessories

- Memory Card
- Standard Controller

## Alternatives

### FINAL FANTASY VII



Final Fantasy VII, Alundra



# Tank Racer

PUBLISHER: Grollier

DEVELOPER: Gremlin

RELEASE: Available now

PRICE: \$79.95

CLASSIFICATION: G

## Need some more firepower in your racing? Tank Racer may be for you

If you are going to do a combat racing game you might as well make your intentions clear and give the racers tanks". Seems logical, even if the end result is a strange game. In a time when clones dominate, *Tank Racer* is one of the most bizarre games to make it on to my TV. It stands out, but... read on.

Initially, you can pick one of four tanks and each has different abilities when it comes to speed handling and acceleration. I found the fast tank with crappy handling was the only tank worth giving a go as the others were not fast enough.

### Off-Road Tanking

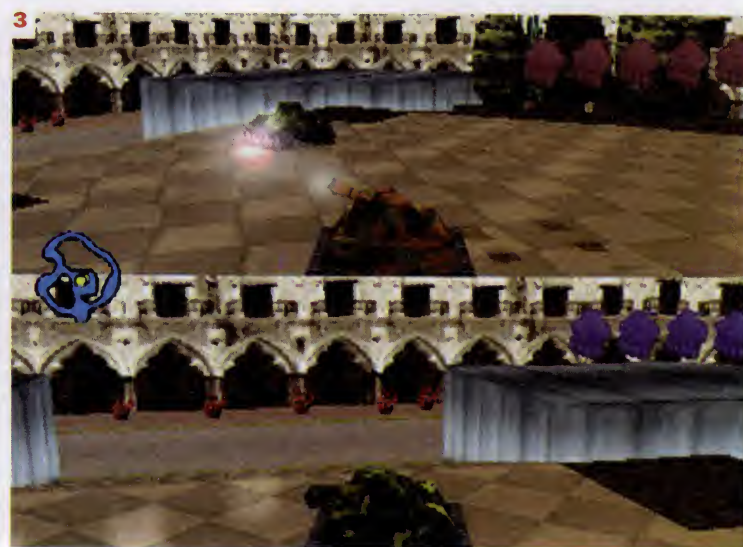
At first you'll find this game confusing. Because you're racing tanks, you can go off road in a big way. All the tracks feature off road sections where must crash through obstacles as you search for the quickest racing line around the markers.

This means that you have to wind an arbitrary course through each track, and quite often you will find the road blocked and find yourself deviating though a fence or over some parked cars.



**'At first you'll find this game confusing. Because you're racing tanks, you can go off road in a big way'**

1. BZZZT! Too slow!
2. I've never seen such a pretty tank
3. You can rotate your cannon







4

This may sound pretty neat, but it is actually quite annoying at first as the game doesn't really give you enough warning about the direction you are supposed to be taking, and so you'll stumble on a number of dead ends following what appears to be the most logical way.

Also to make matters worse some of the tracks are raced at night, and this makes finding an optimum route virtually impossible.

Because you are driving a tank weapon based combat is a bit different to other driving/combat hybrids. You have this turret thingy and 'theoretically' you can rotate it to shoot at enemies behind and beside you as well as competitors in front.

The problem is in reality it is virtually impossible to do this and keep on driving with any accuracy - there is just too much to do, and you will become very disoriented.

The game lets you use two views. The isometric over the shoulder perspective works quite well, but you can forget using your weapons in anything but the most basic firing forward configuration, as you cannot see those following you unless you trigger a reverse view, and doing this only serves to take your eyes off what is ahead.

The other view is from a first person perspective. Playing this way the screen bounces around and is a friggin' nightmare. Pretty much forget doing things this way.

You don't get a good enough view of what is coming up, and when you get spun around by an incoming enemy shot you totally lose a sense of where you are going.



5



6



7

## Fast and Smooth

On the positive side of the equation *Tank Racers* is colourful, full of variety and plays quite fast and smoothly. I found myself enjoying the challenges some of the tracks had to offer, but this was after I had gone through the painstaking process of learning each layout and getting beaten quite a few times.

The graphics engine is able to cope with the demands the game throws at it, however at times, especially in confined places there are annoying instances of pop up, which add to the disorienting nature of the game. The audio is a bit too minimalist for my liking, although the breakbeat techno (predictable) is OK.

There are a number of special weapons for you to pick up and use and these fall miraculously from the sky by parachute. There are homing missiles, shield devices, ultra powerful cannon, and turbo pickups.

Generally because of the track layouts, which are often twisty with few straight sections for you to line up a target most of the attacking weapons are useless. However the shield can be OK if you are being tailed closely, and the turbo is a real ripper as you can haul in enemy tanks like they are standing still.

The other tanks also make good use of turbo powerups and so you'd better make sure you hit as many as

## 4. Replay mode

## 5. Bugged down. Tea, anyone?

## 6. Bridge ahead. Blow it up!

## 7. Blast action at 88kph!

possible in an effort to keep up. All of the goodies from heaven land in the same spots so you can try and sort out your racing lines in a way which sees you pick them up every time.

However many of the powerups are put in hard to reach spots and the turbos in particular are dumped in corners where they are really hard to use effectively. In these cases more often than not you'll grab a turbo and slam into a wall.

## Skitter & Slide

The tanks also tend to skitter about the place in an unsatisfactory manner sliding and bouncing into obstacles at the most inopportune of times. It is also very frustrating the way you are knocked out of the game in championship mode if you don't win. This means you are pretty much knackered and have to reload and start all over again.

In split screen battle mode *Tank Racer* is probably at its best as it is reasonable fun to go chasing a mate, although all of the interface problems are still there.

So at the end of the day *Tank Racer* may be novel, and if you've always wanted to go racing in a tank you should grab it purely for the sake of it. That said, even though the game may appeal to lovers of vehicular carnage, you should try before you buy.

- Steve Polak

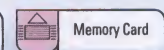
## Game Features

### Players

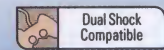


1 or 2  
Players

### Accessories



Memory Card



Dual Shock  
Compatible

## Alternatives

### STEEL REIGN



Steel Reign, Auto Destruct



# Bloodlines

■ PUBLISHER: Radical/Sony

■ DEVELOPER: Radical

■ RELEASE: February

■ PRICE: TBA

■ CLASSIFICATION: TBA

Grab that multi-tap, find some friends and get ready for a frantic four-player rumble



If the world needs anything, it's more party games. Similar to some party games, *Bloodlines* involves people chasing after bright day-glo colours, stumbling, wrestling and other forms of bodily entanglement, and with laser blasts to boot!

*Bloodlines* does a magnificent job of things. This is one game that will have you in howls of laughter one minute, and shock disbelief the next as your "certain victory" tally is demolished by your "friends".

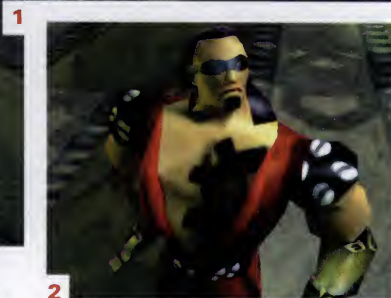
## Confusing, but fun

The first thing that goes through your mind with a game like this, is "What the #@\*%?". The instructions make things confusing, but the basic premise of *Bloodlines* (previously known as Tribal) isn't that complicated.

The aim is to run around collecting all but one of the markers. Only one person (two people in 4 player party mode) has "control", or the ability to collect the markers.

1. He took his car to the crusher's and forgot to get out
2. Sir Cool
3. Isn't that the pet detective?

Each player is assigned their own colour regardless of character i.e. red for player one, blue for player two etc. Markers begin neutral, but will be quickly tagged by whoever's in control. The first person who tags all the markers (except one) will win. Markers can be retagged by







4

whoever runs over it afterwards, which is where the "certain victory" factor comes in. You can have all the markers tagged in your favour only to lose control with one left to go because everyone else goes running around wiping out your work.

So how do you gain control? Belt the crud out of the person who currently has it. This involves chasing them all over the play area until you tackle/break limbs/do something else really painful to them, then run off.

On top of that, each character has a special ability as well, which ranges from extra speed, enhanced jumping or weapons of mass destruction. It may sound confusing, but after a few plays, the concept of *Bloodlines* shouldn't be a problem.

#### Psychic Enemies

Aside from being an awesome party game, *Bloodlines* is a more than adequate single player game. The AI is fiendish on later levels, and the 'medium' and 'hard' levels do nothing for the injustice perpetrated upon the player by the AI.

In addition to the difficulty levels, there is also the ability to add complexity to the levels and number



5

- 4. The winner is.. this guy!
- 5. The arenas are fairly large and always well designed
- 6. Some sort of folk dance...
- 7. The blue guy is 'it'
- 8. Oo er!

of markers by selecting bronze, silver and gold. On some levels, the gold setting is almost ridiculous as the sheer size and complexity of some levels make it particularly daunting for players to find their way around, let alone follow their characters!

You'll be jumping all over the place. In some of the later levels, 90% of your time will be spent jumping. Failing one jump will give the opportunity for the guy bounding after you to slam your head into the wall you just missed.



8

#### Classy detail

The level design is one of *Bloodline's* stand-out features, with the cascading multi-storey towers creating a sense of awe and an arena atmosphere. As the levels get more complex, so does the architecture.

The levels include moving platforms, launchpads, fog, lava, other atmospheric detail, and lightning. Textures gel perfectly with shading, combined with realistic light sourcing and interactive arenas.

For example the water is not there just to look pretty, it will slow you down, splash and create distractions, and even cause drag as you swing someone through it.

Platforms collapse and reopen, climbing pillars collapse depending on weight, and teleports will send you just about everywhere. You can never take your eyes off the screen in *Bloodlines* for even a microsecond.

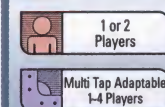
Gimmicks such as big head modes and taunting have been used constructively. Taunting rewards you with an increase in energy bar as well as leaving you vulnerable, while big head mode enhances playability - in dual combat modes characters become easier to spot.

The music is also above average, being a splendid mix of rock with techno beats that keeps the heart pumping. *Bloodlines* is awesome. Look no further for the latest and greatest party game in town.

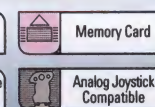
- Munly Leong

#### Game Features

##### Players



##### Accessories



#### Alternatives

##### UNHOLY WAR



Unholy War, Dead Ball Zone



# Actua Pool

■ PUBLISHER: Gremlin

■ DEVELOPER: Gremlin

■ RELEASE: Available now

■ PRICE: \$79.95

■ CLASSIFICATION: G

Time to put some dollars on the table, grab a cue and rack up those balls...

No, *Actua Pool* isn't a swimming game. It's the PSX's version of the most popular of pub past-times, pool. Grab your cue and chalk that baby up as we go on a tour of Actua's virtual pool halls. Try to imagine the smell of stale cigarette smoke and beer dregs wafting in the air, just like a real pub or pool hall.

The main problem with games like this is that they lose many of the real-life traits that people enjoy. For example, you have to stand up when playing real pool and you also have a cue to play with.

You're usually playing the game with friends and it's usually up at the pub. So like pinball games and



1. A pool table from a diagonal viewpoint 2. And here it is from the side  
3. In this exhilarating screenshot we see a pool table, from above

**'For a game that tries to recreate a real life activity it comes pretty close'**

ten pin bowling games, pool games suffer because they can't offer the realism of the proper game. And this is where these games come unstuck.

While being enjoyable to play, they can't get close enough to giving the players a virtual experience, so in the end they don't get played often because they're not as much fun.

Sounds like a fairly common dilemma that developers face with any game, but more so with games like pool because they have always been enjoyed for what they are, a game that you play at the pub with your mates.

## For the stupid people

So on to the game itself. I know you're not all stupid but I have to explain how you play the game in case there's someone reading this that has never played before. The main idea behind pool in Australia is to sink seven of your balls and then the black eight ball to win.

You can foul your shots by doing things like not hitting any of your balls with the white; by sinking the white; by sinking an opponent's ball; or the daddy of all boo-boo's, sinking the black ball before it should be sunk.



With *Actua Pool* being an international release there's a swag-load of other game rules that you can play. The game that is common in Oz is the fifteen ball pool, but if you want to play American eight ball or English nine ball then you can.

For those of you that have never picked up a pool cue then *Actua Pool* is your one-stop teaching shop. There's a plethora of lessons you can take to hone your skills and they start from the absolute basics and go all the way up to some of the trickiest shots you'll ever have to play.

Once you have got the finer points of pool potting down to an art-form, you can then move onto learning how to do the professional trick shots that would make Eddie Charlton look like a real amateur player.

4. The pool tutorial gives beginners a gentle learning curve to practise with
5. Your opponent stands around, like in real life!
6. Balls up close

Although some of the more complex shots would only come up in a game once in a thousand years, they're still fun to do and they give you an insight as to what can be done on a real pool table.

#### Bothersome inaccuracies

As for gameplay, *Actua Pool* is fairly realistic, but still has a few bothersome inaccuracies. When playing in the tournament mode (head to head against fine computer

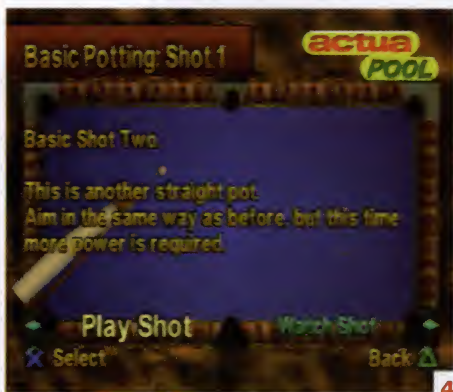
opponents), it can get frustrating when your accurate shot doesn't even come close to going in, but when the CPU opponent shoots for an impossible shot they always get it.

And it's not like you can learn to either over or under-compensate your shot because the dynamics seem to change all the way through the game. Apart from that, it's a pretty damn cool game. For what it is. It may not be real life kind of stuff but for a game that tries to recreate a real life activity it comes pretty close.

The only other problem that this game faces is that there's a better pool game out that makes *Actua Pool* pale in comparison. Virtual Pool is the definitive pool simulation and it's going to take some very tough competition to overthrow it.

Unfortunately, *Actua Pool* doesn't quite do it. Average graphics and niggling gameplay contribute to its downfall, but if it wasn't being compared to anything else you would have to judge it as a good effort.

- Matt Adamsons



#### Game Features

##### Players

1 or 2 Players

##### Accessories

Memory Card

Standard Controller

#### Alternatives

##### VIRTUAL POOL



Virtual Pool



# KKND Krossfire

■ PUBLISHER: Melbourne House

■ DEVELOPER: Beam

■ RELEASE: February

■ PRICE: \$89.95

■ CLASSIFICATION: M

**This could well be the game that brings the real-time strategy craze to the PlayStation. It's an Aussie effort too!**



According to the view of the future espoused by most game developers, Mankind will boil the flesh off his bones in some pointless nuclear holocaust. Then the inevitable accusations and finger pointing will follow, until everyone's fingers drop off.

Finally the unstoppable slide into a post-technological, primitive and tribal existence where people wear underpants on their heads and talk in funny pidgin English. I'm sure looking forward to that, but until then I can get a taste of it in Melbourne House's new title *KKND Krossfire*.

## Three-way action

*KKND Krossfire* pits three similar but different sides against each other. The Evolved are the remains of the people who stayed above ground during the holocaust. Mutated, hideous, smelly and poorly versed in table manners they are the middle ranked side to begin the game with.

The easiest are the Survivors, those who managed to get to safety in bunkers and radiation shelters before the bombs hit.

Politicians, public servants and their lackeys who have evolved into the most officious, retentive and downright unpleasant of folks, as you can imagine.



While the hardest challenge of the three are the Series-9 robots. Formerly agricultural machines they developed intelligence after realising that if Dannii Minogue could be considered a sentient being then so the hell could they!

## Fill your niche

Real time strategy games are definitely a niche market for the PlayStation. In other words, they sell to a particular kind of gamer who won't play any old thing.

So if you're interested in this game you've probably already played titles like *Command and Conquer* and *Red Alert* and think you've seen the best the genre has to offer. Well you haven't!

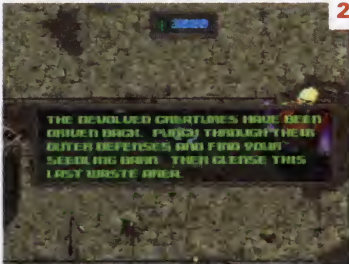
Those titles were impressive in the way that they squeezed 8Mb PC programs into the tiny 2.4 Mb of the PlayStation without sacrificing any of their original elements.

But they were also direct conversions that made no allowances for the way in which consoles work, and the way in which console gamers like to play.

So Melbourne House decided to do something different with *KKND Krossfire*, something rarely achieved in the games industry. They took a product which was widely

1. Blood, explosions, war. Once it gets going, nothing beats *Krossfire*
2. The graphic detail is impressive, as is the number of sprites onscreen
3. Parts of the scenery can be used strategically to cover troops in battle
4. The blue guy's days are numbered
5. The Mobile Drill Rig gets crabs




**1**

**2**

acknowledged to be inferior to its competition on its original platform (the PC), and in converting it to console made it much better than that same competition.

Rather than simply convert the game wholesale to a new format, Melbourne House's designers thought about how the game could be played more intuitively with the limitations

of the PlayStation controller and came up with some good ideas.

The first thing that you will notice is that you do not need to select your units by clicking on them or by clicking and dragging across a whole damn bunch of them.

Nope. In *KKND Krossfire* units are grouped and selected by default. If you want two groups you simply

split the original group into two and select one or the other using the lower shoulder buttons on the PlayStation controller.

For four groups, split those two again. It's a simple solution but works brilliantly and makes gameplay much faster and more fun than in any RTS game ever done for the PlayStation.

How many times did you lose a battle or a building in C&C or Red Alert for no other reason than you couldn't get the right units in the right place fast enough?

- 1. Enter Crystal's tent of wisdom** **2. Text keeps the plot moving**  
**3. A game in which a vertical split does not suck!** **4. The future of Sydney**


**3**

**'KKND Krossfire  
is the best real  
time strategy title  
for the  
PlayStation so far'**


**4**

### Going Head-To-Head

Another great feature is the split screen two player action - no link cable or second TV required! You are also given the choice between co-operative play or head to head.

I've always found real time strategy games are at their best when played against another person. No matter how good the programmer's AI may be it can never be as cunning or as much fun as a devious human mind.

*KKND Krossfire* is, in my humble opinion, the best real time strategy title for the PlayStation so far. And it's Australian too, so you have got no excuse...

- George Soropos

### Game Features

#### Players

1 or 2  
Players

#### Accessories

Memory Card

Standard  
Controller

### Alternatives

#### RED ALERT



Any other kind of strategy game on the market, like Command and Conquer or Red Alert

Official Australian  
**PlayStation**  
 19 February 1999 Magazine

- GRAPHICS: ★★★ Pretty standard fare - lots of brown!
- SOUND: ★★★★★ Nice voice samples and boom noises
- GAMEPLAY: ★★★★★ Easy to learn, fun to play
- LIFESPAN: ★★★★★ Many missions, good multiplayer support
- PRESENTATION: ★★★★★ It's a PSX game and it looks like it

■ **Overall:** For lovers of real time strategy this is the one. Best PSX RTS so far

**9**

OUT OF TEN



# Actua Soccer 3

PUBLISHER: Gremlin

DEVELOPER: Gremlin

RELEASE: Available now

PRICE: \$79.95

CLASSIFICATION: G

**He Shoots! He Scores! Soccer enthusiasts have a quality sim to add to the list**

**E**re we go! 'Ere we Go! 'Ere we go! Isn't it time the creators of soccer games came up with a version that concentrated on the neglected aspect of soccer hooliganism?

You know, a game where you have to down pints of lager in the pub, before taking to the streets as a mob, bluffing your way into the arena, and then proceeding to disrupt the game as much as possible. You could gain points for the number of opposition supporters offended

and injured, extra points for landing bodily fluids on rival team members (special bonus for hitting the Ref) and a huge bonus for actual pitch invasion and dropping a turd between the goal posts!

Sure, it's not politically correct, but hell, living unrealistic fantasies is what gaming is about and it could be fun! The developers of *Actua Soccer 3* at Gremlin are far too responsible and dedicated to the game for this kind of vicarious hooliganism.



1. Cloud shadows 2. A throw-in 3. Round and round the garden...







### A Classical Touch

Funnily enough, the game's creators seem to have gone out of their way to portray the rather 'nice' side of soccer, with rather dainty and soothing classical music accompanying the opening graphics.

Once all the arty intro stuff is over, you actually get to have a good game of soccer. The Actua series has gone through fluctuating fortunes in the past, but with the release of *Actua Soccer 3*, the lights are shining brighter over at Gremlin Interactive.

All of the essentials are packed into *Actua Soccer 3*; you get teams to play with, a virtual soccer ball and some 3D generated stadiums to kick it around in. Not to mention some strategically placed goals with nets, for you to aim the ball thingy at.

You see folks, it is a soccer game and as such, the scope for new innovation and imagination is limited. If you are going to get all-keen over a soccer game, then all it needs to do is play well. Very well.

### Comes Up With The Goods

*Actua Soccer 3* comes up with the goods that make it more than playable by giving players excellent access to all of your team, and making each guy on the field useful.

The problem with this sort of game is that the computer guided opposition holds all of the cards, in that the CPU can sometimes be too hard to beat because it never slips up.

Often we gamers are so busy just trying to move the ball in the general direction of our goal, that having to



also come up with some basic strategies and clever moves is out of the question.

There is no point kicking the crap out of the ball and having it end up in a position miles off the screen that is deserted by your guys, and crawling with CPU controlled players. I love the way the ball can be manipulated in *Actua Soccer 3*, it made it look as if my players really knew what they were doing.

### Nuts and Bolts

The nuts and bolts of the game involve several levels of gameplay and skill, from a friendly match, up to a whole season. There are teams with real name players from all over



4. Pass it here, bro! Don't hog it
5. Yeah! Kick it!
6. A poor shot/goal ratio, Shearer!
7. There are heaps of in-game options and camera angles

the world including Brazil, Argentina and Germany. The players are different in appearance and are all called by name by the commentator.

A nice touch is the raised volume and excitement in the commentator's call of the play, as the on-field action intensifies.

The commentary comes from soccer identity Barry Davies. Unlike many other pre-recorded game commentaries, *Actua Soccer 3*'s call of the game sounds realistic and actually adds to the playability of the game, because Davies, a 'football know-it-all', is constantly letting you know if you are doing the right thing.

The other game sounds are just okay, but absent are the loud-mouthed comments that I would really have liked to have seen.

### No Jerks

This is not a bad game to look at either (a big screen high definition TV is a big bonus here), as the little guys move quickly across the field without jerky behaviour or stupid illogical turns and movements.

One thousand international players are represented using well-drawn 3D graphics. The stadiums are also cool, as they are constructed with around 1000 polygons. Games are held in rain and night conditions and there are also games held in snow covered stadiums.

The multiplayer options allow for up to 8 players to do battle at a time, just the thing for your next Soccer Hooligan Party meeting. There are also plenty of options to customise the teams, as well as create elite sides after uncovering the hidden game elements.

*Actua Soccer 3* is a well carried out soccer simulation, but the nature of the game restricts what innovations can be put into it. It is still just a soccer game, but if you've had enough of FIFA '99 and want a different experience, you'll have fun.

- Steve Polak

## Game Features

### Players

- Link Cable 2 Consoles
- Multi Tap Adaptable 1-8 Players

### Accessories

- Memory Card
- Standard Controller

## Alternatives

FIFA '99



FIFA '99, ISS Soccer



# Running Wild

PUBLISHER: Universal

DEVELOPER: 989 studios

RELEASE: February

PRICE: \$69.95

CLASSIFICATION: G

**Q: When is a racing game not a racing game?**

**A: When it's a running game**

Some of you may recall reading an article on a little game that was revealed at last year's electronic entertainment exposition.

The game was called *Running Wild* and it was billed as the least exciting E3 unveiling of the year.

However, while it has definite flaws, *Running Wild* is a fresh adaptation of the racing genre and being playable by up to four friends (or enemies) should make it a winner in houses with younger children.

The reason behind the game's title has something to do with the lack of any wheels in the game. Firstly you choose an animal to race with, then you literally run the race.

The animals present are a rabbit, a goat, an elephant, a bull, a panda bear and a zebra, and here we find the first flaw.

Instead of basing the design of the characters on the animals they're supposed to be, each has a distinctly human appearance.

Apart from the head of each runner, they all have a stereotypical homo sapiens build. I guess this was done so that gamers could relate to the running action throughout, but all it does in the end is make each character essentially the same.

## Animals with clothes on

Even sadder is the fact that they all wear clothes. Granted, they should be dressed decently if they are to be representing the human form, but I just hate to see a "sexy" female panda with black limbs, white body and a pink leotard.

It supersedes silliness and I can't help but think of the many diverse racing possibilities that four-legged contestants would provide.

Given what it is, *Running Wild* is a top fun game. Amazingly, the four player race runs almost as smoothly as a single player race.

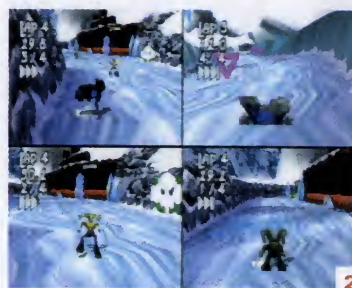
This is particularly cool as the frame rate is way up there at around fifty frames per second when one person races.

Unfortunately, for every innovation this game has to offer, there seems to be a real bummer to go with it. In this case, it's the fact that you cannot use the thumb sticks for sensitive steering.

This lack of analogue accuracy is not too serious an impediment, but for a racing game of any kind not to take advantage of sensitive steering when the opportunity is there is just dumb.

It works well enough without it and there are two extra buttons for sharp turning, but it would have been nice with the thumb sticks.

Now to the game's positive aspects. Firstly, the use of



1. The water looks nice, but it's a pity that rabbits are hopeless swimmers
2. Four player races are where the real fun is to be had
3. A two player race is only marginally slower than a single player race

power ups and weaponry enhances an otherwise dull and boring race. The way that you collect certain items is also rather satisfactory.

Occasionally there will be a couple of triangles on the track somewhere, maybe two or three lined up at a time. If the player manages to collect all of the triangles in a line, then an item appears somewhere close by.

These items have varying effects on the runner, but they are always temporary. Some make you bigger and stronger, some turn you invisible to runners and some make you fly for a while, so you disregard obstacles.

Other pick ups lie around

waiting for any old body to collect, like ice bombs, mud bombs and small bombs. Ice and mud bombs temporarily change the track into just that, but only your opponents will notice the effect. You keep on running while everyone else slips and slides on the ice or mud.

Small Bombs act in the exact same way as the lightning bolt in the Mario Kart games, shrinking everyone but the user down to the size of a soccer ball. While small, the characters are far more vulnerable to attack. They're also much slower, making the catch up easier for the losers coming last, who are usually the ones to get the Small Bombs.



## Theme tracks

The other cool thing about this game is the circuitry's design. Each race track has a distinct theme - Arctic, Desert, Jungle, City, Volcano and the Moon.

Only four are playable to start with, but as you progress through the Easy and Medium settings, the initial four tracks become increasingly cluttered with more obstacles.

**'Small Bombs act in the exact same way as the lightning bolt in Mario Kart games'**



4

The Easy tracks are interesting enough in layout and design.

Green arrows litter the tracks (just like WipEout except they're not blue), and there are high roads, low roads, alternate pathways and tunnels to choose from everywhere.

The Medium tracks are essentially the same as the Easy ones but with added items and options everywhere you look.

You'll be playing the game for months before discovering all of the different possible routes through each circuit.

Jumping is of the essence too. In order to access many of the higher roads in the game you must jump up to certain areas.

There are also hidden power ups and weapons up high where you can't see them. Ramps and springboards also help you to gain the required altitudes.



5



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4. Ow 5. I think I can, I think I can... 6. 7. 8. Rabbit girl, Elephant man and Zebra dude. The others are a goat, a bull and a panda

All up, it's definitely an enjoyable game with only a few small disturbances. One that I haven't yet mentioned is the vertical positioning of the characters.

Despite the varying gradients of the ever-changing terrain, the runners are unable to lean on a slope. Visually, this can be disturbing.

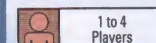
This minor discrepancy is most noticeable when the racers are sliding on their bellies or knees, on mud or ice. Such a stationary position reveals a static stillness in the characters, as they don't match up with the ground unless it is perfectly flat.

This game's worth a try, unless you've purchased S.C.A.R.S., which bears an uncanny resemblance to this title (silly four player animal based racing with weapons). S.C.A.R.S. is a bit better than this one, but nonetheless, *Running Wild* will be enjoyed in my home for a while yet.

-Hillous Leslie

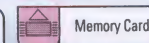
## Game Features

### Players

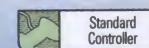


1 to 4  
Players

### Accessories



Memory Card



Standard  
Controller

## Alternatives

### BOMBERMAN FANTASY RACE



Bomberman Fantasy Race

Official Australian

**PlayStation**

19 February 1999

Magazine

■ GRAPHICS:	★★★	Smooth, but nothing special
■ SOUND:	★★★	Acceptable music & scarce effects
■ GAMEPLAY:	★★★	Running, jumping and steering
■ LIFESPAN:	★★★★	Four player option stretches it out
■ PRESENTATION:	★★★	Fast and attractive menus

■ **Overall:** While it does have its problems, it's actually quite hard not to have fun with this one

**6**

OUT OF TEN



# Megaman Battle and Chase

■ PUBLISHER: Capcom

■ DEVELOPER: Gremlin

■ RELEASE: TBA

■ PRICE: TBA

■ CLASSIFICATION: G

Cutesy characters in a wild combat racing game. Sounds a little bit like Nintendo's Mario Kart...



It's an increasingly popular trend amongst PlayStation developers; "nick someone else's idea, tart it up a bit and hey presto we have a new state of the art video game".

Megaman Battle and Chase certainly reflects this rather unambitious trend in game design. Not content with plundering the PlayStation back catalogue, the makers of this game have looked farther back in the history books and decided that a revamped version of the SNES classic Mario Kart using Megaman characters is what everyone needs.

## Mario Kart for PSX

The game is essentially a reworking of the extremely successful Mario Kart concept. There are a number of cutesy racers from the Megaman games who have to bumble around tracks littered with perils and pickups.

The handling is far from realistic, and indeed the cars corner a lot like their Mario Kart forefathers. The graphics are also reminiscent of that great SNES era. I even found myself thinking at times that this game could have been a SNES title. The



1. When picking a character, you get to see many close-ups of them
2. The biggest and baddest hardarse of them all

screen is rotated as you turn a corner in a way that is not unlike the SNES Mode 7 effect. However later tracks do get away from the basic 16bit look and feel of the first couple of circuits, there are banked sections and giant downhill slaloms. Just as well too as you'd expect a game developed for the PSX to have a bit more pizzazz.

Firstly you can upgrade your car by pinching bits from vanquished competitors. This is not only satisfying, as your fellow racers whinge a lot, but you will need the extra parts if you are going to get your car competitive.



Bits on offer include crazy Japanese Ninja engines, tyres, and wings, and all of them are different. Some of the more useful parts include a set of mine destroying off-road tyres, which protect you from explosive mines.

They also keep your speed up when you hit one of the many off road sections found in the middle of the track. There is also a great engine that gives you a speed advantage whenever you are behind a competitor.

### Performance Advantages

When you out race a competitor you get to choose one of their high performance bits (wing engine etc). You can also check out the performance advantages of each part on offer. However frustratingly you cannot suss out a particular part until after you have chosen it.

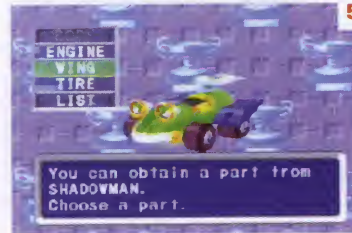
Some of the parts have typically Japanese names like "happy engine" and "lucky wing". You also have to think about the prevailing conditions before you begin a race.



3



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3. One player races are hampered by a third-person viewpoint below
4. Go girl! The truck's catching up!
5. The reward for coming first
6. Someone's going the wrong way

Your attitude to this game may very well depend on how much of a racing purist you are. If you like extremely simplistic handling models and lots of cutesy graphics then *Battle and Chase* might appeal.

The two player simultaneous split screen mode is very stable, and it is also fairly good fun. The audio is predictably cheesy dance stuff, and the racers make silly whoops and grunts as they fight you on the road.

*Megaman Battle and Chase* is certainly a solid option for younger or inexperienced racers with a not-so-serious attitude to their games. However if you are after a game which requires a lot of driving finesse perhaps you'd better look elsewhere.

- Steve Polak

### Game Features

#### Players

1 or 2 Players

#### Accessories

Memory Card

### Alternatives

#### MICRO MACHINES V3



Micro Machines V3

This is because the bolt-on extras you have nicked are interchangeable and you should try and pick the best combination of wheels, wing and engine for each track. The tracks are very cartoony, with huge switches for you to drive over, conveyor belts to speed you up and there are plenty of jumps and boost points as well.

Visually each track has it's own theme and special pickups. You will also find that one particular CPU competitor has an advantage on each track. Access to tracks is triggered by race wins.

### Soft to hard then complex

The racing is initially incredibly easy, but after you have won through to the first cut scene, things get more difficult. *Battle and Chase* does use a complex weapon system and just like Mario Kart you can pick up different weapons, turbo pods, and other items as you career about.

This is done by running over a number of traffic cone shaped objects, and when you roadkill enough of 'em, 'bingo', you have an on-board racing goodie to play with.

Official Australian  
**PlayStation**  
19 February 1999 Magazine

GRAPHICS:	★★	Either retro or rubbish
SOUND:	★★★	Some reasonable techno bleeps
GAMEPLAY:	★★★	Good for entry level gamers
LIFESPAN:	★★★	The one player challenges are limited
PRESENTATION:	★★	Another car combat game... OK

Overall: Not as bad as it looks. Fun for younger and inexperienced gamers

**5**

OUT OF TEN



# Street Fighter Collection

PUBLISHER: Capcom

DEVELOPER: Virgin

RELEASE: Available now

PRICE: TBA

CLASSIFICATION: M

Ahhh, memories. Those endless hours spent beating up your mates in the arcade and lounge room. Relive them

**O**K Street Fighters, here is your game. For all of those dedicated Capcom fanatics, this is the compilation of all the important Street Fighter titles worth playing.

SF Collection contains Super SF II: The New Challengers, Super Street Fighter II: TNC Turbo edition and Street Fighter Alpha 2 Dash, so everyone who knows Ken and Ryu will find a familiar game in here somewhere. No version of SF EX appears anywhere, making this one a game for 2D fighting fans alone.

## Artwork overhaul

Taking up two discs, Capcom have put the regular SSF2:TNC and its Turbo edition on the first disc, presumably because they both utilise the same sprites in the game. On the second disc is the newer Alpha 2



Dash, which had a complete graphical overhaul since the original's artwork was too rich in textures to enable fluid motion. That's the most obvious difference between the two.

Basically all three games play exactly the same way. Two fighters beat each other up bloodlessly on a 2D background. Walking away from your opponent blocks attacks, whereas pressing up and down on the D-pad makes your character jump and crouch respectively. Dragon Punches, Tornado Kicks and Hado-Ken projectiles feature in all three, as Ryu and Ken just won't go away.

All the old favourites like Blanka, E. Honda and Vega star in the early versions, while Alpha takes care of the new legends such as Birdie, Sakura and Akuma. A fair few characters made it into both, like Zangief, Dhalsim, M Bison and even Cammy.

As these screenshots show, the difference is marked. The old school SF was more laboriously illustrated, but not necessarily more lifelike.

With Alpha, Capcom simplified the drawings, so the artists were able to draw more. They decided on more cartoonish sprites so that they could achieve a higher frame rate and therefore smoother gameplay.

The result is noticeably better. The single colour shading technique combined with the extra frames per second makes for a game which is easier to watch and comprehend without too much squinting required.



## Pulling it off

To pull off a Hurricane Punch, for example, a quarter circle motion on the D-pad followed by one of the three punch buttons will work.

Once you've got Super in your Super bar, attained by the repeated execution of such moves, plug in two quarter circle movements and hit punch to pull off a Super Hurricane Punch.

SSF2:TNC doesn't have the Super bar, Turbo Edition has one small Super bar and Alpha has a big one divided into three segments, so you can pull off a couple of Supers at a time. There are options galore in



1. 2. 3. SSFII: TNC has all the original animations and a turbo bar  
4. SF Alpha 2 has cleaner, clearer graphics in a more comic style of art



## Game Features

### Players



Single Player

### Accessories



Memory Card

## Alternatives

### DARKSTALKERS 3



Any of the Streetfighter series - Children of the Atom, Ex plus Alpha, Darkstalkers 3

all three games, but only Alpha has the automatic block feature and a Survival mode similar to Tekken's Survival mode.

If you're new to the SF scene, this would be a perfect introduction to catch up with, but think about other titles before jumping in. In my opinion, just because the series was incredibly popular a few years back doesn't mean that you'll love it now.

However, there are plenty of people out there who do know and love the SF tradition. To those of you, I say grab this collection of gaming history and fight the night away!

- Hillous Lesslie

Official Australian  
**PlayStation**  
19 February 1998 Magazine

GRAPHICS:	★★	Two alternate styles, clear and simple
SOUND:	★★★	Arcade perfect, which isn't stunning
GAMEPLAY:	★★★★	Reliable controls and immediate fun
LIFESPAN:	★★★	Can be enjoyed by almost anyone
PRESENTATION:	★	Boring menus, bad loading times

■ **Overall:** Street Fighter fanatics will love it - newcomers should try before buying

6

OUT OF TEN



# Soul Blade

■ PUBLISHER: Namco

■ DEVELOPER: Namco

■ RELEASE: Available now

■ PRICE: \$49.95

■ CLASSIFICATION: M

## It's Tekken with weapons and now it's Platinum!

At long last Namco's first weapons-based fighter has slashed its way into the Platinum range, calling those of you who have not yet experienced its lightning-paced action!

Feel for yourself, the fury of armed combat at its fiercest and fastest in this classic clanger which set the standard for all armed fighting games since.

From its first days in arcades across the planet, *Soul Blade* has been the benchmark for weapons-based beat em ups, and for a good many reasons.

### Dazzling intro

When it took the PlayStation by storm in 1997, it boasted a dazzling full motion video introduction, which still leaves most other intros of today in the dust. It's almost worth the Platinum price just to see it.

With 10 selectable characters to choose from, the weapons cover swords, nunchuka, halberds, claws and even an axe. The fighters range from big to small, strong to weak, fast to slow, girl to boy, just like any other fighter, so people will enjoy the game for a long time.

To lengthen its lifespan further, Namco programmed tons of moves for each of the characters, using the same simplicity and responsiveness of the famous Tekken series.

The modes in the game are varied, from the Practise to the Edge mode. At any time during any fight in any mode, players can pause the game and have a glance at all of their moves, which are conveniently listed by name and button execution in the pause screen menu.

There is an attack button, another for kick and a third for defense. Not having hundreds of buttons to worry about makes for a much more rewarding fight as the player is always sure about what does what in any situation.

The attack and kick buttons are frequently linked to perform dazzling combo attacks which leave the opponent staggering.

The defense function isn't like any other block button in any other game. It is in effect, but by using it too much you find yourself dropping your weapon and having to resort to bare fists.

The weapons are used for blocking strikes, but each character has a block bar as well as a life bar. The block bar decreases gradually as you defend yourself against your foe's attacks, so an aggressive tack is a good one.



1. Li is disembowelled by Sophitia
2. 3. The intro will blow your mind
4. See? Not a corner in sight

### On the edge

To add further depth to an already deeper-than-average fighter, *Soul Blade* features the unique Edge mode. It's just an involved story mode, whereby each character travels far and wide guided by a fairly decent plot. This is also how the hidden characters are unlocked.

*Soul Blade* has got no silly ten hit combos or fatalities. In fact, surprising for such a fighting game, *Soul Blade* has absolutely no blood either, making it a rather good choice for the young 'uns who want a bit of biff.

It is a more thoughtful game than say, *Mortal Kombat*, requiring some real planning and genuine strategy to win the match, which when combined with the game's amazing speed makes for a bargain of a title, especially now that it has gone Platinum.

- Hillous Lesslie

### Game Features

#### Players

1 or 2 Players

#### Accessories

Memory Card

### Alternatives

#### BUSHIDO BLADE



Tekken 1, 2, 3, Bushido Blade and Mortal Kombat 4

Official Australian  
**PlayStation**  
19 February 1998 Magazine

■ GRAPHICS:	★★★	Still great even by today's standards
■ SOUND:	★★★★	Clear and sharp, with alright music
■ GAMEPLAY:	★★★★	Fast and furious; definitely addictive
■ LIFESPAN:	★★★★	It'll take a while to finish Edge mode
■ PRESENTATION:	★★★★★	Five stars for the intro!

■ Overall: Still the PlayStation's best weapons-based fighting game

9  
OUT OF TEN



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# RIDGE RACER TYPE 4

**Petrol-heads, your prayers have been answered! Namco's latest driving game is coming around the corner...**

PUBLISHER	Namco
CATEGORY	Driving Sim
RELEASE	April
PLAYERS	One to four (with link)

Namco continue to affirm their status as video gaming gods with the next game in the Ridge Racer series - *Ridge Racer Type 4*. It's a glorious combination of technically incredible graphics with the trademark arcade racing we love.

Indeed, there was much speculation as to whether Namco would be influenced by the success of *Gran Turismo* and attempt to make *Type 4* more of a sim.

We're here to tell you Namco have stuck to their guns and kept Ridge Racer's racing ethic the same for the fourth installment - insane speed, fun, non-licensed "namcars", powerslides and powerslides!

There are greater simulation aspects like being able to tune your car, and the dialogue with your team manager before and after each grand prix race, but the basic gameplay remains unchanged.

## Surpassing Gran Turismo

Once you get past the funky CG intro and into the game proper, you'll be struck by how dated other racing games on the system suddenly look. *Type 4* is the most realistic looking racer yet on the PSX, surpassing even the immaculate *Gran Turismo*.

The engine runs beautifully with no pop-up to speak of and essentially glitch free graphics. The NTSC version has a bit of clipping, but the game's developers are using the conversion time to eradicate these little glitches. The PAL version is currently undergoing enhancements which may even result in an increase in running speed over the NTSC version.

The cars have cool reflection mapping and streaks are left behind by the tail lights. The tracks are very well designed and based around typically Namco-esque urban settings. That's not to say that all the tracks are city based. There are some



**1. 2. 3. The CG intro is pretty funky - once the game starts, you will be amazed at the realism**





gorgeous mountain runs with huge rock formations, steep hills and amazing use of shadows, but they still have an urban feel. The sense of speed in *Type 4* is just mindblowing and when you're travelling at around 330 km per hour it's actually convincing. The screen tilts back slightly when accelerating hard in the higher gears to help convey the intense acceleration.

Track design synchs perfectly with the driving model. Powersliding is far more intuitive than in *Rage Racer*, and that abhorrent screeching sound effect from *Rage Racer* has been replaced.

Unfortunately though, we're back to a male commentator, rather than the more mellow female commentary in *Rage Racer*. Why do the *Ridge Racer* games have to feature such over the top and often abusive commentary. The last thing you want is to have some guy

shouting at you during the race. To be fair though, the commentary this time around is no where near as abrasive as in *Ridge Racer Revolution* (remember comments like "ha ha, you're too slow", or "sparks are flying"... grrr).

Still, it was only a matter of time before the announcer in a Namco game said "get with the program"... and here it is. He also says "sweet-eet", which is kinda surreal.

### More Options Than Ever

Namco have upped the longevity of the title with an increased track count, car count, and more options than ever before. There are four tracks, each with two radically different variants that can also be raced in reverse mode.

There's also a grand total of 320 cars hidden away in *Type 4*. A large number of these are increasingly powerful variants of each other that are unlocked as you progress through the grand prix, but there are many freaky concept cars and the like to be unlocked by completing the special "extra trial" races that are available after completing the grand prix.

Another important inclusion too often overlooked by Namco is split screen racing. *Type 4* has an excellent split screen mode, and four player racing becomes available with a link cable. Sony's Pocketstation is also supported, so presumably you can trade secret cars and stuff.

An area that will no doubt trigger intense debate is that of collision detection and the penalties for colliding with objects. You see, in

**4. 5. The split screen mode is great for racing against your friends**

**6. Many concept cars to unlock**

## VARIOUS CARS AVAILABLE





*Type 4* there's almost no speed penalty for doofing into another car, although there is a slight loss of speed when bashing into the side of the track. The dodgem cars feel is gone as well. When you hit something, you don't bounce off it, but instead you basically maintain the same line.

No doubt people will get sketchy about these changes, but they make sense. Fact - *Type 4* isn't about realism, it is about providing an intense, powerslide filled racing experience. It therefore makes sense not to ruin the racing flow by imposing penalties for minor mistakes.

The incentive is still there to race flawlessly, but why be penalised for an unavoidable collision? Compared to the infuriating collision dynamics of the past Ridge games, this is a breath of fresh air.

**'There's also a grand total of 320 cars hidden away in Ridge Racer Type 4'**



- 7. 8. 9. The cars have pretty cool reflection mapping and streaks are left behind by the tail lights
- 10. Car selection displays the usual settings of type, make and maximum speed
- 11. The tracks are well designed and based around typical Namco style urban settings - but not all of them are in the city!

### Multi-Dimensional Music

*Type 4* has the best soundtrack in the series by a long way. Just as the gameplay is effortless and stylish, so too is the music.

Looking back over the series, from the shallow but innocuous techno on the original, to the appalling remixes on *Revolution*, through to the slightly lacking breakbeat vibe of *Rage*, *Type 4* is easily the most sophisticated and varied soundtrack yet.

Tunes range from Squarepusher-like 70's car chase funk, through touches of trance and house, to hard breaks. The music has more dimensions than before with vast differences in tempo, orchestral arrangements, jazzy influences and warm, sensuous chords.

*Type 4* works a treat with both Namco's Negcon and Jogcon. The Jogcon is their new controller that has a jog wheel and feedback that actually pushes the jog wheel against the direction of steering, just like in the arcades.

In a rather dastardly move, there was no support for dual shock analogue in the NTSC *Ridge Racer Type 4*, forcing many to buy Namco controllers. This has been rectified for Western release and the PAL *Type 4* will definitely feature Dual Shock analogue control.

Namco have also included a second CD with an updated version of the original *Ridge Racer* running at 60fps. If you're like us and still get *Ridge Racer* out every so often for its sublime arcade feel, you'll go wild over how smoothly this sucker runs.

All up, we're gobsmacked with what we've seen of *Ridge Racer Type 4*, and are greatly anticipating its release over here.

- Cam Shea





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# METAL GEAR SOLID

Lucky Japanese and American gamers are already playing what many are calling one of the greatest PlayStation games ever. We don't have much longer to wait!

PUBLISHER	Konami
CATEGORY	Tactical espionage action
RELEASE	April
PLAYERS	One

A faction of the Special Forces Unit Fox-Hound have turned mercenary, capturing a nuclear disposal facility on Shadow Moses Island, Alaska.

With a nuke set to launch and holding two high-ranking, government-affiliated personnel as hostages, Fox-Hound are demanding the remains of the legendary soldier Big Boss as ransom.

Obviously, The United States of America will not tolerate such terrorist threats! Approaching by sub in the Bering sea, they're planning a top-secret 'black operation' to diffuse the situation. Launching a one-man SDV into the island's vicinity, its occupant is to stealthily infiltrate the base, rescue the hostages and determine whether the enemy does indeed have nuclear strike capability.

If they do, their plans must be thwarted. The operation is overseen by Colonel Roy Campbell and executed by Solid Snake, a former Commander and a member of the Fox-Hound crew.



1. Snake used C4 to blast the wall... 2. ...and finds a silencer 3. The art of stealth is paramount

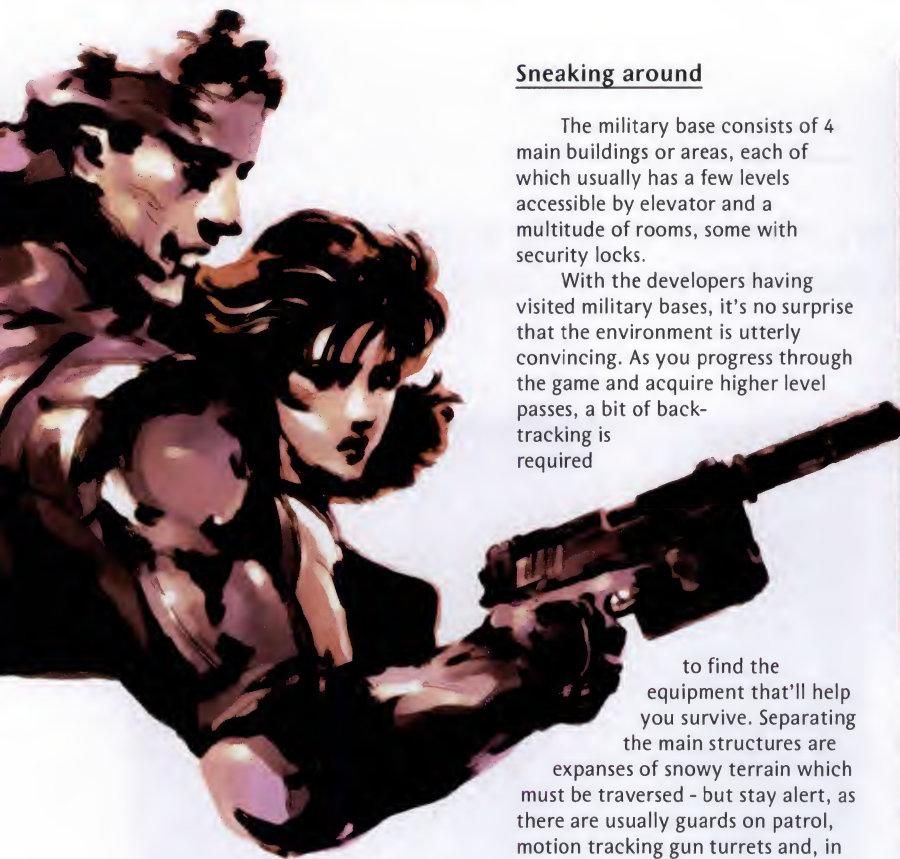
Unarmed, injected with an anti-freezing peptide to protect against the climate and nanomachines to monitor his health and whereabouts, Snake must find the weapons and materials to aid his mission - there will be no official support should things go wrong. In addition to the genetically enhanced foot-soldiers

patrolling the base, there are 6 members of Fox-Hound that pose the greatest threat. They are Revolver Ocelot, a gun fighter; Vulcan Raven, a hulk of a soldier armed with a really powerful Gatling

gun; Psycho Mantis, mind reader with psychic powers; the beautiful sharpshooter Sniper Wolf and master of disguise Decoy Octopus. Commanding the rogue unit is Liquid Snake. The clock is ticking; a reply from the US must be forthcoming within 18 hours, or else the terrorist threats become reality.







### Sneaking around

The military base consists of 4 main buildings or areas, each of which usually has a few levels accessible by elevator and a multitude of rooms, some with security locks.

With the developers having visited military bases, it's no surprise that the environment is utterly convincing. As you progress through the game and acquire higher level passes, a bit of back-tracking is required

to find the equipment that'll help you survive. Separating the main structures are expanses of snowy terrain which must be traversed - but stay alert, as there are usually guards on patrol, motion tracking gun turrets and, in some cases, a few surprises!

Shortly after infiltrating the base, Snake learns of another outside intruder. Possessing stealth camouflage, he's been killing soldiers without warning. Will he be an ally or another threat?

### The name's Plisskin!

Billed as a game of 'Tactical Espionage Action' with the main character named Snake, it's hard not to compare *Metal Gear Solid* with John Carpenter's classic *Escape from New York*.

But with a plotline encompassing high technological concepts like nanomachines; robotics and gene therapy; state-of-the-art weaponry; a healthy dose of political intrigue and a distinctly Japanese techy style, *Metal Gear Solid* also owes a lot to anime like Mamoru Oshii's *Ghost in the Shell* and Masamune Shirow's comic *Appleseed*.

Arguably the most immersive and cinematic game yet, *Metal Gear Solid* incorporates a huge amount of full motion animation sequences.

Excellent directed with dynamic cuts and rendered using the in-game graphics engine as opposed to full-blown CG, they seamlessly blend in with the playable sections.

Director Hideo Kojima has remarked that he originally wanted to be a film director, and with an incredibly filmic presentation and atmosphere, *Metal Gear Solid* - more so than any other Playstation release to date - blurs the line between movie and game.



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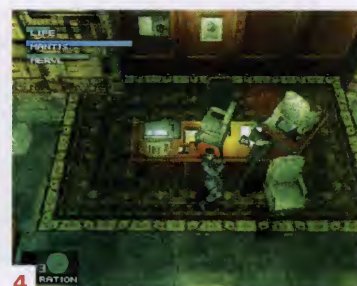
1. Infrared goggles enhance your vision, but makes everything red
2. Meryl is your female counterpart with muscle
3. This guy's lying. He's trying to tell us that he saw Elvis hitch-hiking
4. Meryl hasn't been scratched, but Solid Snake's half dead
5. A sleeping guard poses little threat, but you must be quiet
6. Oops! This guy has been disturbed, and now he's a bit curious
7. The gig's up! He's seen you and he's ready to fill you with lead



2



3



4



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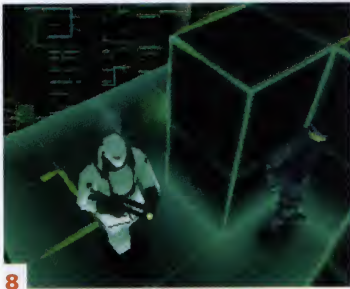


6



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9

8. 9. Do some VR training before you set off on your mission

Much has been already said about the game's unique premise of not engaging in direct combat and evading the enemy. Although stealth plays a large part and is indeed very suspenseful, *Metal Gear Solid* is structured so that there's times you must fight, namely when you're spotted by guards or cross paths with each of the Fox-Hound members in a 'boss confrontation' situation.

There's also some heavily armed combat weaponry you'll have to deal with along the way! Luckily through the game, Snake amasses some truly awesome weapons and gadgets.

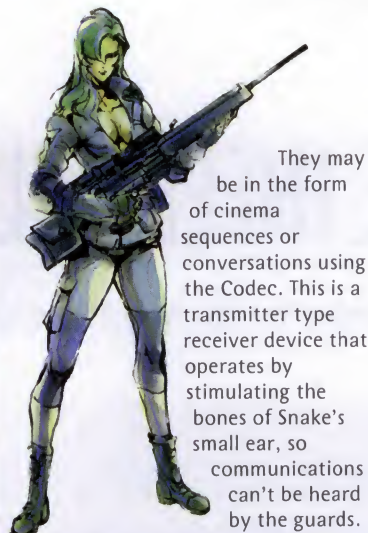
These include manually detonated C-4 packets; chaff grenades that disable electronics (like surveillance cameras) as well as thermal and night vision goggles. Guards can be lured into the path of proximity triggered claymores - just don't forget where you've set them!

The guns start from a SOCOM semi automatic pistol (which can be upgraded with a silencer) and the FA-MAS machine gun. A sniper rifle is acquired later and is essential for two brilliant, suspenseful showdowns.

Best of all is the manually-guided Nikita missile. After firing, it's viewed from above (as Snake is through most of the game). By keeping the  $\Delta$  button pressed, you get a techy camera view from the missile tip and can guide its path using the direction buttons!

### Heavy plot

*Metal Gear Solid's* immersive atmosphere is greatly aided by the gripping plot and subplots, conveyed through the lengthy dialogue between Snake and the large cast.



They may be in the form of cinema sequences or conversations using the Codec. This is a transmitter type receiver device that operates by stimulating the bones of Snake's small ear, so communications can't be heard by the guards.

Each character has their own Codec frequency that's put into memory after initial contact. It's apparent that many characters have a complicated background and fleeting references to past events and characters can be confusing.

*Metal Gear Solid* is actually the latest installment of a series of games featuring Solid Snake; previously his adventures have appeared in Japan in PC and 16-bit format.

Thankfully, a summary of his story thus far - prior to the Alaskan mission - have been included on the

disc. This helps greatly in 'joining the plotline dots' as the story develops.

While *Metal Gear Solid* shares similar features with many adventure games, Konami have developed its gameplay and pushed the storytelling and visual presentation to a new level.

It is a completely different experience to, say, *Tomb Raider* or *Resident Evil*. Indeed, *Metal Gear Solid* is set to be a landmark title which must not be missed. It will be available locally in March.

- Amos Wong





# INDIANA JONES & THE INFERNAL MACHINE

Indiana Jones comes back to the PlayStation to do what he does best

PUBLISHER	Lucas Arts
CATEGORY	Action adventure
RELEASE	February '99
PLAYERS	One

It's 1947 and the Cold War is just beginning its insidious spread. Soviet agents have been ordered by the Russian government to search for an ancient machine that could unlock a legendary inter-dimensional gate.

If activated, the device could unleash a rather deadly force. Only one person in the world is capable of preventing a plan so terrifying and dangerous: the renowned archaeologist, Indiana Jones.

Indiana now has a job to do. The CIA has contacted him to inform him of the dealings of a Soviet physicist named Gennadi Volodnikov.

Volodnikov has been searching here and there for the missing components of an exceptionally ancient machine, believed to be used as some kind of key to open up a gateway into another realm called the Aetherium.



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1. Nothing like a hot-tub
2. The resolution is very high
3. The rails are in quite a bad state of disrepair
4. Great water effects and large levels make Indy look good



Volodnikov and his team of guys are eagerly trying to assemble the Infernal Machine but they need a few more pieces to get it to work. Scattered across the globe, the pieces must be found at any cost before they fall into the wrong hands.

*Indiana Jones and the Infernal Machine* looks chock a block with cranial teasers, so active minded gamers should not get bored.

On top of his trusty whip and faithful pistol, he will also collect a rifle, hand grenades, satchel charges and even a bazooka to bazook the stuffing out of all of the nasties he will come across.

**5. Before the rope bridge**

**6. Everyone needs a trowel**

**7. Rich colours and deep textures**



5

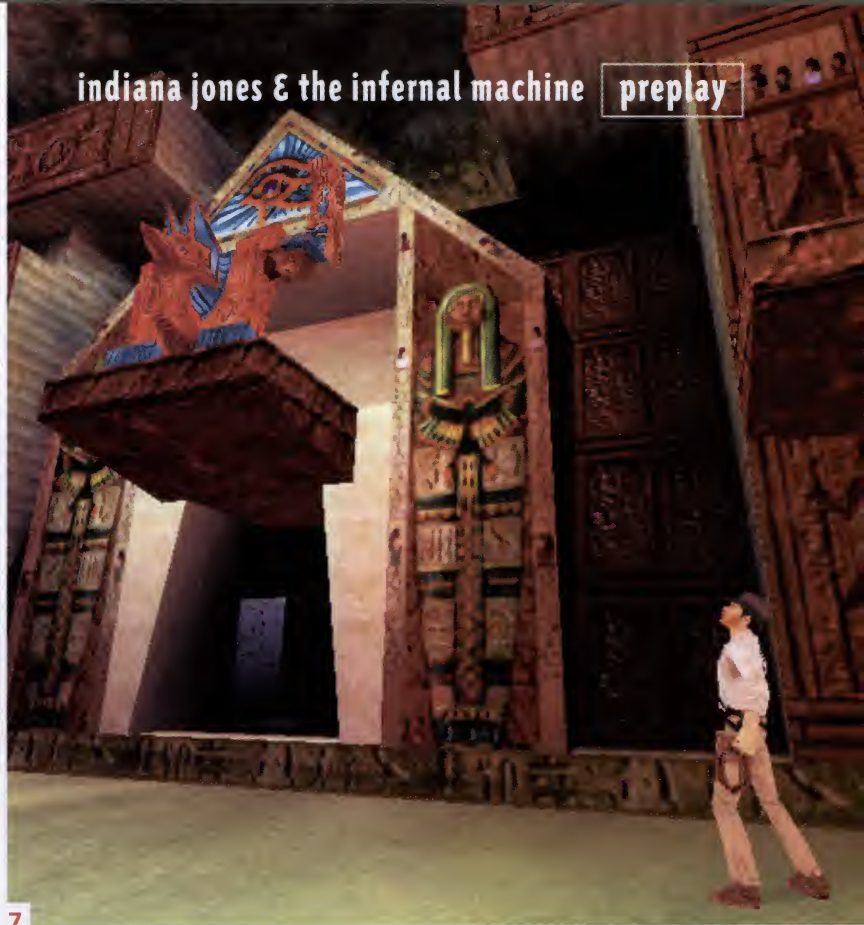
Each time he finds a piece of the Infernal Machine, Indiana will be able to utilize its magical powers to his own advantage. This idea works well as it increases and enhances the hero's abilities throughout the adventure.

Indiana will find himself in all sorts of sticky situations. From a terrifying high-speed mine-cart chase in a labyrinthine digging shaft to an off-road jeep ride through luscious natural rainforest, Indy never slows down. He even has a go at white water rafting in an inflatable dingy.

From communist agents to other-worldly creatures, Indy's path is fraught with danger. This game might just nudge Lara out of her number one spot in the field of 3rd-person action/adventure titles.

Expansive levels, diabolical puzzles and fiendish enemies are all the right ingredients for a wild ride on the PlayStation. We hope it proves itself worthy and ends up like *The Last Crusade*, which was a great film, as opposed to *The Temple of Doom*. We'll give you a full review soon.

- Hillous Lesslie



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# A BUG'S LIFE

Pixar's second film following *Toy Story* is a computer animated epic of miniature proportions. Of course, there's a game to go with it...

PUBLISHER	Disney
CATEGORY	3D Platformer
RELEASE	February
PLAYERS	One

Coming to the PlayStation faster than a swarm of angry bees is the new title *A Bug's Life*, a game made from the computer graphic feature film of the same name.

The film is a jolly romp in a typical garden about an ant and his wild adventures. The truly amazing thing is that the game may not be a complete disaster, unlike so many other sad movie-based titles created simply because someone scored the license to do so.

In this single player game, the player controls Flik, the charismatic blue ant from the film. At first glance it appears to be just another platform game, but with extremely delicious graphical clarity. Play it for a while, though, and *A Bug's Life* proves to be a cranial workout as well as a merry romp in the microcosmos.



1. That's what you look like when you've eaten too many mushrooms
2. The level design fully exploits the possibilities of a micro environment
3. Hop on a 'hopper
4. That pesky grasshopper just won't go away
5. Get away! You big meanie!





1

**'A Bug's Life  
proves to be a  
cranial workout  
as well as a merry  
romp in the  
microcosmos'**

At first, Flik can do little more than jump around and throw things. This in itself provides many fun-filled hours of entertainment considering the vast number of different enemies in the introductory level alone.

Most of them can be killed using Flik's abdomen flop jump attack, whereby he basically sits on them rather heavily. If that doesn't fix the foe, throwing berries at them will.

It's not all bug-blatting, though. Occasionally Flik will come across a high ledge onto which he cannot jump. Sometimes there are berries or grains on top of these ledges to let you know that you are supposed to get up there somehow...but how?

The vast level environments have been designed so Flik must grow certain plants in certain areas in order to advance in the game. To do this he must find an acorn seed.

Flik soon acquires various items which enable him to change the colour of seeds found here and there.



4

When jumped on, these seeds grow into mushrooms or plants which can be used to bounce or climb onto.

Flik must find his way around the expansive garden environs, carting seeds and growing appropriate plants in the right places to get all of the grains and berries in each stage. Flik also has to keep an eye out for many other threatening life forms around, like bigger ants, earthworms, bees, wasps, grasshoppers and earwigs.

The FMV introduction is a cut scene straight from the movie, as are all of the other FMV bits in between levels and at the end of the game.



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1. The nest is gonna LOVE me!
2. The world is a wonderful place
3. Micro mardi gras

They are first class, stunning pieces of computer generated animation. The game is a work of art, a fact which these screenshots prove. The frame rate matches the visual quality as well, never slowing below 50 fps.

So far we're very pleased with our preliminary demo of *A Bug's Life*. The enormous free-roaming levels are a welcome factor in any platformer and the graphics are stupendous.

It seems like there is a lot of possibility in the horticultural slant, considering the fact that you can grow what you want wherever you want. Look out for a full review next issue.

-Hillous Lesslie



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4. Don't visit a bird's nest when you're its favourite meal
5. Three members of the same food chain - this won't be pretty
6. 7. Perhaps... if only... this seedling might just carry me out of the reaches of that insatiable bird



# ROLLCAGE

## Nothing like rolling around in a cage, huh?

PUBLISHER	Psygnosis
CATEGORY	Racing
RELEASE	March
PLAYERS	One or Two

Coming soon from developers ATD, *Rollcage* is a game that puts enough twists on the futuristic racer genre to make it stand out from the rest of the crowd.

### A cage on wheels

You drive a vehicle with huge wheels and a body that has a semi-detached cockpit. This means that if you roll your car upside down, instead of being left high and dry, your cockpit separates from the body of the car, twists and then reattaches.

*Rollcage* is one of those sci-fi style racing games where anything goes. The vehicles' velocity is often in excess of 400kph and at that speed, a pebble can send you into orbit.

There are weapons available all over the tracks, if you so desire. Power-ups aplenty help you defend yourself and attack the others. There are speed boosters, shields, heat-seeking missiles, electrical attacks and warp gates to use on other racers.

Most of the actual scenery is highly destructible, too. Each circuit starts off littered with buildings, crates, street lights and other everyday items, all of which can be demolished or blown up.

Rocks, trees, lights, buildings, even the cameras filming the race



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### Mass destruction

For example, if you have a lock-on rocket with someone hot on your heels, you can discharge it at a huge billboard or silo or whatever is there. The rocket will emit a shockwave on impact, sending you hurtling forward while the guy behind you feels the blast at the epicentre and has a silo fall on top of him.

After that, the following racers must be wary of the debris left behind by the building you blew up.

As an added incentive to win the various tournaments, special deathmatch-only tracks will become available if you come first in every race of a tournament. These enclosed arenas can be used to frag your friends in a friendly fight to the finish.

The tracks are quite varied and exciting and there are lots of them. There are four different planets on which the races are held, each one having its own distinct terrain and skyline. Tree-lined suburban streets, inner-city highrise sprawl, canyons, mine tunnels, icy tundra, riverbanks, it's all there.

There's even one level where the tunnels are only lit by a river of lava



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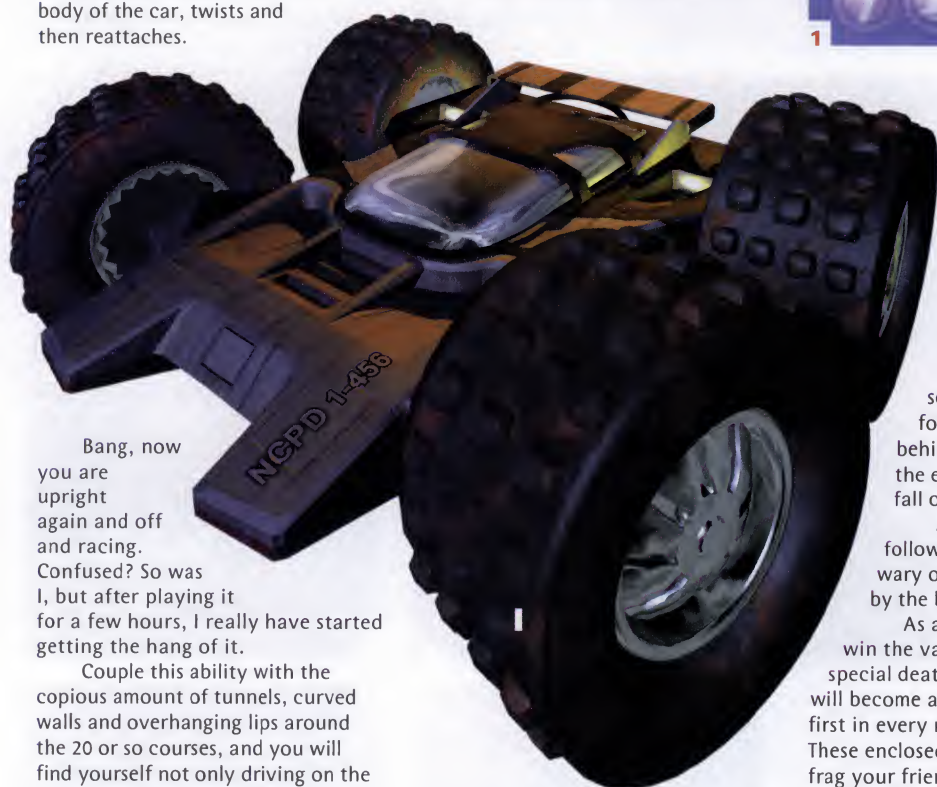


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1. **Rollcage makes you spin out!**
2. **A funky vortex weapon**
3. **Which way up? Doesn't matter!**
4. **Burn rubber, baby!**



Bang, now you are upright again and off and racing. Confused? So was I, but after playing it for a few hours, I really have started getting the hang of it.

Couple this ability with the copious amount of tunnels, curved walls and overhanging lips around the 20 or so courses, and you will find yourself not only driving on the road, but using the walls and even using the ceilings to overtake your various opponents.

The game engine was designed to employ centrifugal and G- forces in order to keep your vehicle stuck to whatever surface it is on.

That means, if you're going fast enough, the wind pressures on the car will push down on the roof, enabling players to race along the ceiling without falling off. Basically,

and the signboards showing which way to go, are all able to be destroyed.

Some of the weapons will also help you to clear the road of all of its obstacles. These furnishings make the first couple of laps a little harder to navigate than the last and also provide a really great deal of entertainment as they can be used to impede the progress of those behind you.



flowing down the middle, while another has a train coming along a track in the opposite direction.

The weapons are present in the form of blue things that look a little like atoms. Once they're collected, they are replaced by small airborne robots which fly around the track for that sole purpose.

On one track they are replaced by a flying saucer. If you manage to shoot that down there'll be no more power-ups for anyone!

*Rollcage* is incredibly similar to *WipeOut 2097*, in presentation, futuristic feel, weaponry and speed. The one thing that *Rollcage* has over the almighty 2097 is character.

There are six cars to choose from, each with its own driver and abilities. Lenny is strong, Jet has grip



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1. Multiplayer mayhem
2. All my troubles seemed so far away...
3. No time to enjoy the sunset
4. No competitors in Practise mode
5. Ria is blinded by the blast of furious enemy fire in the stunning intro
6. The opening FMV looks as good as the game itself
7. The prize for winning on the Hard setting: a police car

and Ria is the fastest once she gets going. As each car is coloured individually, you learn who is who in the heat of a race.

The AI of the computer drivers is credible also. The big thing is that they're not perfect, and you will come around a corner to find a couple of cars recovering from some sort of collision. If you enter the League (like

a Championship Cup tournament) and win a couple of races in a row, your competitors will get nasty.

Don't be surprised if they ram you into the wall at the start of the next race. This makes the game more personal, pulling you further into the *Rollcage* world.

It's not all roses yet, as there are still a few issues to work on. Chief

amongst these is that the catch-up logic appears to be a little over-zealous. This feature allows you to catch up to the leaders easily, but it can be turned off in the options.

Also, because of the disorienting change that happens when you flip, you can at times get stuck in a tight loop as you constantly try to correct your steering as it keeps reversing itself.

Many people have complained that the game is just too hard because of the ease with which you can flip over. Part of this problem is due to the physics being accurate.

### Flippin' framerate!

Connecting all of these things is a game engine that produces an extremely smooth frame-rate. The frame-rate is one of the smoothest yet seen. Achieving these speeds with no flashing or clipping at all, the developers have already produced a really wonderfully enjoyable game!

ATD have produced a title that bears watching for the near future. It's got the graphics, music, silky-smooth frame-rate and large amounts of character, and is one not to miss.

- Andrew Parsons



## T'AI FU

No, not Thai food. This one's actually about a tiger who knows Kung Fu

PUBLISHER	BMG Interactive
CATEGORY	3D Fighting Adventure
RELEASE	TBA
PLAYERS	One

One of Dreamworks' first and favourite titles is about to hit the PlayStation and sweep many a kid off their feet.

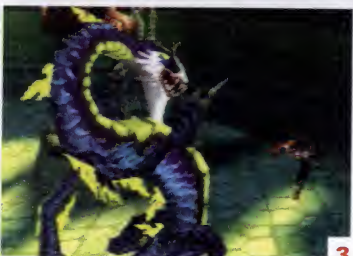
Being fairly new to the gaming universe, they are playing it safe with the creation of this 3D platformer, complete with extra lives to find, invincibility thingies and platforms to jump on.

The plot develops around a tiger named T'ai who happens to be a student in the art of Kung Fu. He also happens to be the last of his entire clan, raised by a sacred sect of panda monks who found him as an infant.

Now the spiteful Dragon Lord is terrorising the sect and threatening to kill T'ai. A grave responsibility rests on his shoulders. Banished from the hallowed grounds of his home, he wanders ancient China waging war on all who cross his path. As it was produced by the creator of Gex 3D,



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1. T'ai speaks with a brother
2. A beautiful, muscular tiger
3. Intro: A dragon comes along..
4. ...and terrorises the peaceful religious sect T'ai grew up with

it's no wonder that it plays in a similar platform way. Set in a fully furnished ancient Chinese environment, T'ai wanders the land seeking out enemies to beat up. The main character is 3D, like everything else in the game. The camera follows T'ai wherever he goes, seemingly with a mind of its own.

There is only one way to go through the varying terrain of each stage and the camera situates itself to give you a side-on perspective of things. This was presumably

programmed in this way so fighting fans would feel at home in this 3D adventure, for it is, in fact, very much a beat 'em up sort of game. Whatever you encounter that moves, you kill.

Each enemy has its own life bar and individual moves, and it's not just a case of pressing the attack button as fast as possible either.

In order to succeed, the player is required to learn the art of blocking. Sometimes it is necessary to crouch as well as block to effectively deflect the low blows.

The really cool thing about this one though folks, is the RPG element of personal improvement throughout the adventure. As you advance, T'ai learns more fighting styles off the

adversaries he defeats. This abolishes monotony and makes things more fun and versatile in general.

Also, T'ai's 'chi' power increases as the game progresses, making him more resilient to attack, quicker to recover and stronger all round.

The game is analogue compatible, so the thumb sticks may be employed to control the mighty tiger. This helps greatly as the camera swings around the hero irregularly as T'ai travels around corners and such, making it less fluid with the digital direction pad.

As yet we only have a very early version to play with, but we'll give you a full review as soon as we receive a full copy.

- Hillous Lesslie



# CIVILISATION II

Sick of the rat race? Well, now you can create a better race

PUBLISHER	Activision
CATEGORY	Strategy
RELEASE	March
PLAYERS	One

Boy, am I confused. I put this beta into my crusty old PSX, knowing that it came from the wonderful people at Activision, and what should pop up on my TV straight away? A Microprose logo!

Hmm, a recent merger that was kept secret? Or could it possibly be that Activision's developers had gotten so sloppy at hiding their sources that they forgot to take off the Microprose logo after they pinched the game?

Microprose originally published both *Civilisation* and *Civilisation II* on the PC format, but after *Civilisation II* was released, the whole team sort of fell apart.



*Civilisation II* expands on its predecessor by including a lot more in the way of technological advances, wonders of the world and most significantly, military units.

In fact the most important development in the game over the original is the way in which the designers took to heart gamers' requests for more comprehensive combat, with more in the way of statistics and modifiers to add depth.

This wasn't done at the expense of the rest of the game however and you'll find the city development and political diplomacy aspects of *Civilisation II* have been spruced up too. There are new building types to help you get more from your cities' population and more diplomatic options than before.

The diplomacy AI is also greatly improved, and you no longer have to put up with opponents camping next to your cities after you've signed a treaty with them!

*Civilisation II* is presented in a different perspective to its forebear, with the developers using an isometric viewpoint instead of the

traditional top-down 2D look. After all this time with the PC versions of these titles I still don't know if this actually adds anything to the game...but it's new!

One of the great things about *Civilisation* was the audio and the atmosphere it created. The fantastic sound design of *Civilisation II* continues this feel with some very nice music and effects such as the weird sounding tribal theme and some great battle effects.

If you are familiar with the PC version of *Civilisation II*, then you will be amazed at how little has had to be changed to make the game work in the PlayStation's modest 2.4 Mb of RAM.

To be honest I couldn't notice any differences at all in the features, AI or level of detail in the game. The graphics are a little blocky in comparison but still clear enough to see what you're doing easily.

One more thing if you think *Civilisation II* looks like your cup of tea, I wouldn't try it without the PlayStation mouse!

- George Soropos

Some people went off to Activision to make *Civilisation: Call to Power*, some stayed on to make *Civilisation III*, some went to Las Vegas and got jobs in the porno industry and a few were hired to convert *Civilisation II* to the joyous PlayStation format.

Unfortunately for Activision, they ran into a spot of legal bother with Microprose and, after a little bit of nude jelly wrestling, they decided to release the game with the original publisher's logo on it to avoid getting the gonads sued off them.



1. On top of the world
2. Learn and flourish
3. This game has a lot of text



# RALLY CROSS 2

The sequel to the first PSX rally game revs up, and is ready to rumble...

PUBLISHER	989 Studios
CATEGORY	Racing
RELEASE	March
PLAYERS	One or Two

The sequel to the PlayStation's first four player rally game is burning 'round the bend and it looks better than the original in almost every way. With slicker graphics and faster gameplay, *Rally Cross 2* features a host of new ideas to satisfy hardcore rally fanatics. Strangely though, the unfinished version doesn't contain a four player option, but hopefully this is only because it is unfinished.

Clipping is no more, even in the preliminary copy we have been playing. As these pics suggest, the graphics are a little smoother and clearer than in the first game, but to see *Rally Cross 2* in motion is to believe in its superiority over RC1.

With the same blend of on-road and off-road mayhem, *Rally Cross 2* will have racers driving through rain and snow, over creeks and train tracks, across deserts and icy tundra, against fiendish computer-driven opponents or with a friend.



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1. The Replay mode has got a lot of angles
2. A lovely pile up
3. Suicide mode speaks for itself

The tracks are quite well designed too. Almost every single one has an alternate route somewhere in it, which may be taken in an attempt to cut lap times. Some are very short, being merely a short cut through a fence, while others are long and arduous with the benefit of some smooth road to drive on.

The circuits can be raced forwards or backwards from the start, without unlocking anything. After completing the Rookie season, Suicide Mode becomes available, whereby you race around the track against the flow of the other cars. There is also an option to race head on with a buddy.

Of the ten cars available, only three are selectable at the start. The others are unlocked by completing the three racing seasons, each one harder and faster than the last.

In the first season, Rookie, there are only six tracks to beat. Thankfully, the player doesn't need to come first every time, but instead has to come out on top with the highest point score at the end of the six races.



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4. The vertical split sucks, so we didn't show any pictures of it
5. You can paint your vehicle however you please

The cars range from jeeps to four wheel drives to rally sedans and there's an option which allows you to paint your car whatever colours you want. The various circuits are just that: varied.

The cars have set up options to accommodate for the terrain, but don't go overboard with millions of possible settings. You can choose tires, front or rear wheel braking, soft or hard spring settings, steering sensitivity and set the relation between acceleration and top speed.

To drive the cars in *Rally Cross 2* is not like real life. They flip over very easily and sustain a great deal of damage when you throw them over the road. This is why the rock feature is still in this sequel. By pressing L2 and R2, you can rock your vehicle, ultimately rolling right over.

There are four viewpoints to choose from, and you can change in-game and from the options. We hope to receive a full version in the near future, preferably with a four player facility. Now that would bring this game to life big time!

- Hillous Lesslie



# KINGSLEY

## Kingsley is a foxy hero who wants to be a knight

PUBLISHER	Psygnosis
CATEGORY	Action
RELEASE	March
PLAYERS	One

**K**ingsley is an adventure game set in a cutesy medieval land, and is shaping up to be yet another solid title from Psygnosis.

As *Kingsley* the fox, you become an apprentice knight and must complete several quests as part of your training. It's a cutesy approach to the adventure game concept, but it looks like a lot of fun all the same.

*Kingsley* starts out his quest with a dagger, sword, axe, crossbow and shield, and there's a balance between action and exploration. *Kingsley* always has a number of tasks going at a time, although these quests don't exactly break new ground.

They follow the pattern of exploring the terrain, killing baddies, talking to everyone you see and being guided in the right direction. Still, it's executed with a style and humour and is quite immersive.

*Kingsley's* cast of characters are all animals, which helps lend the game a surreal vibe. The menagerie of creatures you'll come across include a pig, badger, dog, octopus, seagull, pelican, bear and dolphin.

The trees groove to the music, the password to get into the monastery is "the armadillo's armpit tastes of milk" and you'll have to look out for the bad-ass boss "Snuff the magic dragon".

*Kingsley* looks great. The graphics are crisp, with characters aplenty. The game world is vibrant and well textured. The atmosphere is helped along with good lighting, and excellent use of shadows.



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1. Idyllic scenery, tranquil islands
2. Where's Miss Riding Hood?
3. Kingsley's facial expressions actually change occasionally
4. A typical 3D free-roaming platformer with nice lighting



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There are plenty of other visual elements that help give *Kingsley* its unique flavour. One level has around 6 suns, each in a sped up circuit around the planet. Although the level is always in the day, the shadows cast on the landscape are in perpetual flux. Another quest is set at night with stars zooming by at high velocity.

*Kingsley* is already a quality title with humour and gameplay. There are a couple of aspects that need improvement before final release, though. The fighting mechanics need some tweaking as they're overly simplistic and a bit dull at this stage.

The most debilitating aspect of *Kingsley* is the low viewing distance. When inside, visibility is a few metres away. It is pushed back a bit further when outside, but there's a lot of pop up and the sense of scale can be lost.

Although the cutesy graphics and simple gameplay make *Kingsley* more suitable for the younger gamer, with a few tweaks here and there, it would be fine for all ages.

- Cam Shea



# FEEDBACK

Send us your comments, concerns or complaints about whatever you need to get off your chest.

Remember that the LETTER OF THE MONTH wins a Gamester Dual Force steering wheel from Livewire, so start thinking and start writing!

FEEDBACK  
PLAYSTATION MAGAZINE  
78 RENWICK ST  
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e-mail: playstation@next.com.au



## IF YOU CAN'T BEAT 'EM...

I have just finished reading through the feedback section of the latest PlayStation and I'd like to comment on a few things. Firstly, to the Gran Turismo Widows Club, all I have to say is, "if you can't beat 'em, join 'em."

I am a 25 year old married woman with two young boys and we have a great time sitting down as a family & playing games together.

When the kids have gone to bed, my husband and I will sit down and have a challenge on whatever game tickles our fancy. I'm better than him at a lot of games.

What I'm trying to say is, don't become widows yet. Get involved and enjoy the fun times we all have with our PlayStations.

Another thing I'd like to say is that all of you sex crazy people out there who like to see naked women in the mag, remember that the majority of people who buy the mag are children.

Lastly, the Letter of the Month in issue 17 is a very reasonable letter. I agree totally. Well done. And thanks to all you guys and girls for the time that you all put into making a great magazine.

- Tammy Jones

Damn right. A huge percentage of the general population still believes that video games are for kids alone. The problem is that some people think they are grown-ups, when there is really no such thing

## GIRL GAMERS

Hi, Cyberfreakette here. Girl gamers rock. Gaming is wonderful. Don't let all those fascists stuck in reality tell you you're wasting your life; remember that they don't possess the sheer intellect gamers need to remember ten-hit combos in Tekken.

Man, why don't those most stoopid distributors take a hint and release a PAL version of Final Fantasy Tactics. It's so screwed, I need that game! I love Final Fantasy VII; when I first got it I didn't eat or sleep for a week 'coz I was transfixed.

There seems to be no point to this letter. Oh well, at least it's short. Remember children, worship your PlayStation and you will grow mighty and more attractive to the opposite sex (or you can hope so).

P.S. Will we poor deprived PAL gamers ever get a demo of FFXIII from you guys?

P.P.S. I thought Lauren the sick little person's letter was most funny.



Final Fantasy VIII has not only prettier graphics, but llamas as well!

Lara does have funny knees, doesn't she? I suppose most guys are looking elsewhere though...

- Love Cyberfreakette

Bravo! Gamers do have to possess a certain intellect to perform those killer combos; anyone who complains they are unfair is making known the

fact that they don't have what it takes in hand-eye coordination. As for FF Tactics, Square decided that it is too old fashioned when compared to the likes of FFXII and XIII, so they figure it wouldn't pay off to release it here. There will probably be a FFXIII demo made available to us eventually, but not for at least a year... Sorry!

# LETTER OF THE MONTH

## GAMING PROS

Hey guys! (and gals if necessary!) How ya going? I'm a long time reader, first time writer (I've always wanted to say that!) In fact, I have every one of your mags from the beginning, and proud of it too! Your mag rocks and from reading the letters each month it seems that lots of other people like it too! I'm writing in to voice my opinions on gaming. I'm 14 yrs old and a serious gamer.

My mum and I are having arguments over gaming and I'd like to tell you about the pros and cons of gaming (yes, I don't like to say it but there are cons). The few that there are would be health and social aspects. Such as square eyes and the lack of fresh air.

You can counter this by taking breaks (and I don't mean 5 hour session, 5 minute break.) Take up a sport at your local club. This is lots of fun and will get the mums and dads off our backs. Now for the social aspects. People say to me, "get a life". "I'm @# them," I say; if all they do is tell you you're wasting your life, they mustn't have much of one.

But this is a problem as some gamers never go out.....ever!!!! I can understand this of course but that's no excuse. You should not let gaming rule you! Go to the movies or bowling, pot black or anything social once or twice a week. Enough about cons, now for the pros. Firstly

anyone who says gaming is bad or not fun has not played games or is a complete nimkomppoooke! (How the hell do you spell that?) There are lots of pros about gaming (my friends have assured me of this!) These include the amazing hand eye co-ordination gamers develop. (It's amazing and don't anyone say otherwise!)

Also a well known fact is that gamers can operate cars, planes and watercraft much quicker and better than others (the weird non-gamers from planet nimkomppoooke! I still don't know how to spell that!)

Games can also take away your troubles, much better than the 'game wannabe stuff', what do you call it! (heroin, ecstasy, acid, mull) what absolute tryhards.

The last (but not least) pro is the fact that you can venture anywhere in time and space; you can be a wizard one minute and a dinosaur the next! You can gather objects from a hundred years ago or a hundred years from now. Amazing.

Thanking you in advance for putting my long letter in your wonderful mag. Now I must leave as I am suffering withdrawals from lack of Playstation (he is my best friend, his name is Delita.) Write to you again. Bye!!!

- Tiiram Sunderland  
'The Speaker For The Gamer's'

Great letter. Gaming is best appreciated in moderation, like most things in life  
P.S. It's nincompoop







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**Vigilante 8 is simply the best multiplayer car combat game around**

### MR MULTIPLAYER

Hi guys, I'm your regular 15 year old games junkie. I love games and I play them when I have just about any spare time (when I'm not reading your mag of course).

The demos are great but one thing that irritates me more than the music is these people who can't figure out how to get extra time on the War Games demo.

This is to Kipp Brady from issue 17 and the so called strategy freak from Issue 15: just press select every fifteen seconds or so and I guarantee that you can get much, much more playing pleasure from the game.

Now that's straightened out I would like to say that the people that back up other people's opinions or criticize them should stop wasting paper. This isn't a chat room, it's a feedback thingy.

I like all sorts of games but I am stuck on what to buy. Can you guys help me out on what game to get that allows me to have fun, blow things up, race cars and which is just basically a multiplayer gore fest?

I know that games are harder to make multiplayer and all, but if the companies would take some more extra time imagine how much better they would be.

Resident Evil, Monster Truck Madness, C & C, Tomb Raider, the list just keeps going, so tell these guys (and girls for all those rebellious PlayStation women) to make more multiplay, because nothing is better than blowing up a friend.

Can you please tell me if Carmageddon 2 and Grand Theft Auto 2 will have at least a two player function, because when they come out I will probably buy them. Well that's all for now so see ya all later.

- Garth Fallen

Vigilante 8 lets you do all those things you mentioned, as well as featuring a couple of two player modes - cooperative or competitive.

Another truly legendary game in which up to eight people can have fun, drive and blow things up is Micro Machines V3. Grand Theft Auto 2: Repeat Offender will not have a two player option, but it is more than likely that Carmageddon 2 will

### PSX II DREAM MACHINE

Dear OAPSM,

This letter is in concern to the current Sony PlayStation and the highly talked about PlayStation mk.II. With the news of the PlayStation 2 due for release in 2000, my mind started wondering about what will become of the current masterpiece, PlayStation.

Well, it seems every time the big companies produce the new dream machine they forget about their other consoles. Look at Nintendo and Sega. They both forgot their followers with the SNES and Mega Drive.

That is why when they put another one out, anyone with half a brain would not buy an older





model because you can't be certain if in a couple of years it will be forgotten as well.

This is serious because you said it yourself — over 20,000 PAL PlayStations have sold in Australia. That's a lot of gamers who would have at least a handful of games, so I guess my main concern is, should us followers be paying out money for a machine that'll be out-dated and forgotten in one or two years.

- Rob I W

We see your point, but fear not Robert, for the PlayStation mk.I will be around for a good many years to come. The fact that so many have been sold in this country already is a testament to the console's strength.

Some of the crappier consoles, like the NES and Mega Drive, can end up abandoned & unsupported, but the more popular models, like the SNES and PSX I, will always have support from public demand.

Nintendo still makes games for the SNES, as Sony will keep production up for the PlayStation after the launch of its successor. The PlayStation's life will be prolonged even further if the PS2 turns out to be backwards compatible.

## DEMO JUNKIES

Dear PSM... First of all, what is wrong with all of these people complaining about the Tekken 3 demo disk?

Have they been so spoilt by the multitude of demos in the past so as to forget that they are still purchasing the best PlayStation magazine in the world?

I was personally quite thankful for the demo as it helped me decide that the game was worth buying. It may not be a huge departure from number two but it is still brilliant in its own right.

Secondly, I want to say a few things about the gaming press' expectations regarding innovation. I know new concepts add spice to the industry, but I think too many reviewers judge games too heavily on the fact



**Tomb Raider's expansive and immersive level design has been part of the reason behind Lara's enormous fanatical following**

that they are genre specific. The simple truth is that there aren't too many more innovations to be had in video games. I'm not

saying that I'm against innovation, I just get sick of hearing a review stating a game would have been better if it had a few new concepts.

My point here is that if a game is entertaining with good graphics, sound and gameplay, it doesn't necessarily need innovation. If lack of innovation bores people then it is time to find a new hobby.

All I want out of a game is fun and a way to escape from the real world for a while. I got lost in Lara Croft's two games and enjoyed every minute of it. Both games were similar but the environments made them totally immersive.

Lastly, a quick note on piracy. I have been approached by a few people I know in the recent past, regarding converting my PlayStation so I can play pirated copies.

I vehemently refused their offers and tried to convince them how damaging piracy is to a computer game format. I saw it with the Commodore Amiga, which piracy helped bury.

All of you people out there who justify piracy by saying games are too expensive, think about this for a second. You are only driving prices up as developers lose money.

Then developers will just stop supporting the PlayStation and all we will get will be sub-standard crap. If a game is worth playing it's worth paying for. As for the price, look at the plethora of Platinum games coming out. There is no excuse for piracy!!!

Yours sincerely,

- Luke Scott



**Could this be our next beloved? The PlayStation 2, known as T-rex to Sony insiders, will no doubt shock the world**



Well said, Luke. You were only wrong once, saying that there are few innovations left to be exploited in the industry. Whatever the imagination can concoct can be brought to life in the form of a game.

We criticise games more harshly when they are merely riding on the formula of another. As for that piracy spiel, we couldn't have put it better ourselves. It's a vicious cycle, piracy, which is eventually harmful to even those not involved. Decent dudes don't dig it

## HIGH RATINGS

I can't stand it any longer. I hate how games have ratings. Some don't have any reason to have ratings. Take Street Fighter EX Plus Alpha. It's rated MA15+. Mortal Kombat 4 is rated the same but you don't see any blood or ripping off heads in Street Fighter EX Plus Alpha, do ya?



**SF EX plus Alpha features bloodless bashing and beating, whereas GTA has poeple running each other over in big cars and plenty of nasty guns to shoot innocent bystanders with**

Then why do they have high ratings? I saw an 11 year old buy Mortal Kombat 4 and the shop owners didn't even ask if he had his parents' permission.

When I hire a movie of the same rating (MA 15+) they ask me for parent permission or they won't let me hire it. What about GTA? Its graphics are so blocky you can't tell if you're stealing a lamborghini or a cossie.

Have you ever seen someone who has played GTA who has stolen a car? You can't even see how the person is stealing the car in the game, except for if he jumps over the top, rips the driver out and drives away. I would like to know why it is rated so

high when you can't possibly say it has animated violence. Final Fantasy VII is rated G, but it should be rated higher than EX Plus Alpha.

It has two guys, one with a giant sword and the other has a gun instead of a hand. They go around killing things and they say that it is rated G for animated violence.



## MORBID TORTURE

OAPSM, I firmly agree with Sue's letter in issue 17. When it comes to violence we should be allowed to choose what we play, especially people like Sue, who's 28. There comes a time when your mummy stops picking your toys, daddy lets

you get out porno movies and sure enough, you get to choose your own video games.

Obviously, when a child watches someone's skin getting ripped off or their stomachs pulled out, the child can cry, get nightmares, be tormented and become sick, which are all bad things. But, when you're passing through adolescence, these

things just don't happen.

Laughing when you do a fatality in Mortal Kombat is normal for a 14 year old. MK is the kind of game where the blood and gore is crucial. This is also the case with the Resident Evil series. Ripping off a zombie's head is always fun.

However, part of Sue's letter stated, "bring Thrill Kill to Australia!" I think that was a bit overboard. When a game is banned, it is banned for a reason, not just because they don't want you to play a good game.

Mortal Kombat is gory, but not to the extent that Thrill Kill is. Mortal Kombat is bloody, whereas Thrill Kill features morbid torture before a glorified 3D 'thrill kill'. I mean, surely we aren't all so sick that we need torture to cure our cravings.

Violence is fun (animated of course) and will probably take up most of the video gaming industry (if it hasn't done that already) but when people start arguing about when a torturous game is to be released, it means that it should be modified and THEN released.

There is more to a game than the violence. Watching some red stuff fly across the screen in every game you play

doesn't mean you're sick, but maybe the individual should try other games with a G sticker on it.

Thankfully, most of the people like violent games because of curiosity, and not because they have a fetish for blood

- Lochlan Mould

A good game needs no violence to succeed, but a great many contemporary titles exploit violence to boost sales. Mortal Kombat is the best example I can think of, being almost entirely founded on the explicit and torturous acts involved.

It's funny that you mentioned being allowed to rent pornos, because it was mainly due to Thrill Kill's sexual content that it was banned. The acts of violence are hardly any more horrific than those in MK 1, 2, 3 and 4.

We here at the office were only disappointed to hear of TK's condemnation because it meant that we wouldn't get our first four player fighting game after all. It looks like we might receive a

modified version eventually though, but you can bet the bank that it will not even be as vulgar as the MK series...







The demo cd with Abe's Exoddus proved to be most popular with our readers

## TECHNOPHOBIA

Dear OAPSM,

I would like to discuss a very important issue which has not been discussed in very much detail in previous articles. What concerns me is the phenomenon known as technophobia, i.e. Fear of new technology suffered by members of the older generations today.

What is the psychological basis of such a fear, I wonder? Does it stem from the senseless fear of the unknown which has plagued mankind from the dawn of time? Or does it have other more complex causes?

Young people like myself have adapted to new technologies such as computers and video games with ease, while (some) adults have trouble understanding the concepts behind these games, so they despise them and feel suspicion and hatred towards them.

Often parents feel that their child's video games system will have long lasting damaging effects on the child's mind. Rumours abound about the damaging effects of video games, some based on fact but greatly distorted, others with no factual

basis whatsoever. These rumours serve only to feed the suspicions parents have about video games. One such rumour states that video games can cause those people who are playing to have epileptic seizures.

This is complete rubbish - people are either epileptic or not. Whether or not they have a fit depends upon them coming into contact with a catalyst. This can be flashing lights, moving patterns of lines (like escalator steps) or even sounds.

So it is not the video games which are at fault, as these fits can happen anywhere. However, this story twists the facts and is a scare campaign aimed at parents, making them feel their child may be harmed by video games.

Some so-called experts say that video games are almost as addictive as drugs and can have a deep and long lasting effect on a child's mind. This conveys an image to parents that their little Johnny is going to become some kind of drugged, wide-eyed zombie from playing his video games system. In fact, video games have some beneficial qualities if used in moderation, like improved hand-eye coordination.

I will not argue with the fact that video games will have an effect if overused, but everything will lead to some kind of sickness if overused. Adults must learn to adjust to the new technologies and treat them as useful tools and a source of entertainment, not as an enemy. Computers and video games are not going to leave the face of the planet; they are here to stay so we must make the most of them and use them to make our lives more productive and enjoyable.

Thankyou for listening to my point of view on this delicate but important area.

Yours sincerely,  
- Tyson Pelz (sweettooth01@hotmail.com)

**Video games cop a lot of flak. If only people realised that they are merely elaborate IQ tests!**

## MR SKULL

Hi guys,

Firstly can you please print this letter because I've written about five or six letters that haven't been printed and I'm beginning to think

that you don't like me any more.

Anyway the thing I would like to talk about is something that is really peeing me off. You know when you get a game and in the box is a form that you fill out and send away so you can get stuff and info about future games? Well, every time I've sent it away I have never even got anything back, so what's the deal?

Just one more thing before my wrist starts to get sore. What happened to the Mr Skull comps?

- From Justin

Don't worry, Justin. We still like you plenty. About those forms you fill out, we suspect that they're basic surveys used for gathering information for marketing purposes. If they say that they'll send you stuff then they should do so. Write back to them if you want it. As for Mr Skull, he's no longer with us, but we've receiving masses of mail demanding his return, so you might just be a bit lucky...



## SONY BIG FISH

Fantastic mag,

Enough sucking up from me. Your December issue was the best ever - the demo of Abe's Exoddus was something special... the level on the CD plus the intro had me drooling.

I find your magazine to be of an adult content unlike Nintendo. Not that I'm against the big N because I have that console as well. I find that the PSX has more of an adult library (No, not that type). It has for example more RPG's to the extent of thinking not just playing. Being a big fish in a small pond is Sony.

Sony is known by almost the entire world as an inventive company (VCR's, Hi Fi's, TV, Walkmans and Mini Disc players). The reason that I have a N64 player is 4 player and that's really the only reason. I'll get my straw out again and say that the way you score the games is a great idea and please keep it the way it is.

- Kris Harringer

The Nintendo argument surfaces yet again...





## FEEDBACK Q&A

When's Tomb Raider 3 coming out? What's the difference between PAL and NTSC? Why do visiting aliens interfere with livestock? Who the hell is the Black Pig? Where does my \$10.95 I spent on this magazine go?! Answers to all of these questions are only a letter away (or a few quick strokes on the keyboard), so don't delay, ask today!

**FEEDBACK Q & A**  
PLAYSTATION MAGAZINE  
78 RENWICK ST  
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**Q** I'm writing to ask for help. My partner and I have just purchased a PlayStation as he is incapacitated due to a motorbike accident (and he's my biggest kid, ha ha!)

Anyway, we have 'Oddworld - Abe's Oddysee' and we are having trouble trying to find our way through this fantastic game. We purchased your PlayStation Magazine but we obviously missed the information for Oddworld. Could you please send us some information so my other half doesn't go nuts? Thankyou very much.

- Susan Welsh

**A** There is simply too much to write about that game, Susan, which is why we have never published a complete walkthrough for it. However, issue #7 of Complete

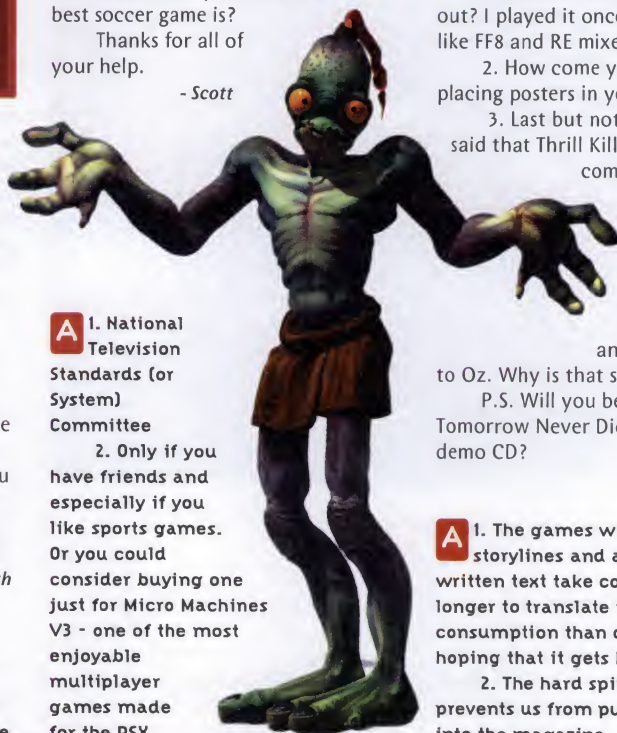
PlayStation will feature a full guide for Abe's Oddysee. The bad news is that it won't be on sale until the 14th of March

**Q** Hi, Here are a few questions that I hope you can answer. I have only just recently bought a PSX and was wondering about these.

1. What does NTSC stand for?
2. Is it worth buying a multitap?
3. Why have you stopped using the plastic covers for the demo CD's?
4. Will Thrill Kill ever be available in Australia?
5. What do you think the best soccer game is?

Thanks for all of your help.

- Scott



- A** 1. National Television Standards (or System) Committee
2. Only if you have friends and especially if you like sports games. Or you could consider buying one just for Micro Machines V3 - one of the most enjoyable multiplayer games made for the PSX

3. The plastic covers were just an experiment. Paper ones are far more cost efficient

4. Possibly, but it won't be called Thrill Kill and it won't have the same emphasis on gore. America is receiving a game using the same engine (four player fighting, yay!) but it has been totally revamped

5. It is definitely a toss up between FIFA '99 and ISS Pro '98, but FIFA's better

**Q** Hi. I've got some questions I would like to ask you.

1. When is Parasite Eve coming out? I played it once and I love it. It's like FF8 and RE mixed into one game.
2. How come you've stopped placing posters in your mag?
3. Last but not least, my friend said that Thrill Kill will not be coming to Australia because it is too violent, but Duke's Time to Kill and Tenchu have lots of blood and gore and they still came to Oz. Why is that so?

P.S. Will you be putting Tomorrow Never Dies on your next demo CD?

- Anwar Rizk

- A** 1. The games with complex storylines and a large amount of written text take considerably longer to translate for PAL consumption than others. We are hoping that it gets here by March
2. The hard spine is what prevents us from putting the posters into the magazine



**Parasite Eve - no word on when it will be coming out down here**

- Q** 1. In issue 16 you said that ISS Pro '98 was rated G8+. Is this true and if so, why?
2. When is Tomb Raider II going to go Platinum?
3. Why didn't Final Fantasy VII get a front cover?
4. I'm having trouble deciding whether to get Mortal Kombat or Tekken 3. Can you please help me make my decision?
5. Can you please make a Gran Turismo poster, if you are still making them?

- Jye

- A** 1. There is low level animated violence in it, but not enough to earn a higher rating. As far as we're concerned, the 8+ rating is too high.
2. A few more months...
3. What goes onto the cover depends upon the quality of artwork that we receive. We didn't get anything good enough for FFVII to put it on the cover.
4. Huh? You need someone to tell you how bad MK4 is? Well actually, it's not that bad, but when compared with the likes of T3 there is no question about it. Get Tekken 3 now, unless you want to trade gameplay, graphics and realism for blood and fatalities.
5. Sorry dude, we don't do posters no more. However, we're catching on to the fact that people like them so they may return. Until then, enjoy our Reader's Art pages



**Thrill Kill hasn't been banned as such, but Electronic Arts (who hold the rights to distribute the game) won't be releasing it**



**FFVII artwork was good - just not good enough for our cover image**

3. Thrill Kill has far more gratuitous and perverted depictions of violence than Duke or Tenchu which is why it could not be sold to the public. There was also an unpleasant sexual undercurrent present in the banned Thrill Kill that particularly got up the censors' noses
- Oh, we won't be putting Tomorrow Never Dies on our next demo CD...

**Q** 1. I was looking on the internet for information on the South Park game, I found a site that said that South Park was for the N64. Will South Park appear on both consoles or is the information incorrect?

2. Was Soul Blade Platinum ever made because when I went to buy it I was told (by a reliable source) that the game was never made.

- Nicholas Fletcher  
njfletcher@hotmail.com

**A** 1. There is a South Park game nearing completion, destined for the N64. It's full of foul language,





The only controller to feature TRUE force feedback, the Jogcon will be an almost essential peripheral to use with Ridge Racer Type 4



Ridge Racer Type 4 will be on sale in Australia within a few months, so you only have to hold on for a little while longer!

much of which is deleted, that amuses for about five minutes. The other South Park game, coming to the PSX, won't be available for a few months. In an unusual twist it is said to be aimed at a younger audience than the Nintendo 64 title, based not so much on the crude attitude which made the series so notorious as good, solid gameplay

2. Soul Blade Platinum should be available as you read this - check out the review on page 75

**Q** 1. When is Tomorrow Never Dies coming out, and is it good?

2. If Mission Impossible is coming out on PSX, when is it coming out?

3. When does Gran Turismo 2 come out in Australia?

4. In issue 18 you say that Shane Warne isn't even in Shane Warne Cricket, that it's just a copy of Brian Lara. Don't you think that's a little bit stuffed?

- The Imp

**A** 1. Sadly, no word on an exact release date as yet, but you can bet big bucks that it'll be great

2. Again, we've heard no word on MI coming to PlayStation

3. Geez! We get a lot of letters asking about GT2. We'll let you know as soon as we do. It's not even close to coming out in Japan yet!

4. Eh? Of course Shane's in his own game. The box-out you were misled by

was merely pointing out how English the whole game feels, but fear not - the entire Australian team is there

**Q** 1. Will Ridge Racer Type 4 be analogue compatible? I know someone who's played the NTSC version and he says it isn't.

2. What's so special about the Jogcon? What could it have that the regular Dual Shock controllers don't?

3. Is there a nude code for Tomb Raider 3?

- Simon Leer

**A** 1. Funny you should mention it, because as it happens the Japanese RRT4 is not compatible with the Dual Shock analogue sticks as Namco

wanted people to buy their Jogcon instead. The receptive market was not impressed, so they are adding analogue control to the PAL release, along with some other added extras

2. The Jogcon features active force feedback. A long time ago, we thought that the Dual Shock would have this funky function, but it didn't. At high speeds, the steering wheel centered on the Jogcon will actually push back against you when you try to steer, just like in real life. Many Japanese have complained about blisters on their thumbs since buying their RRT4/Jogcon package...

3. Well actually, yes. All you have to do is finish the game without ever firing your pistols or losing any health. Good luck, you sick little monkey!



The South Park PlayStation game will be a conversion of the N64 first person shooter. Should be one of the top games of 1999!





# BURSTING AT THE SEAMS

## OUR BUMPER SUMMER ISSUE, THAT IS

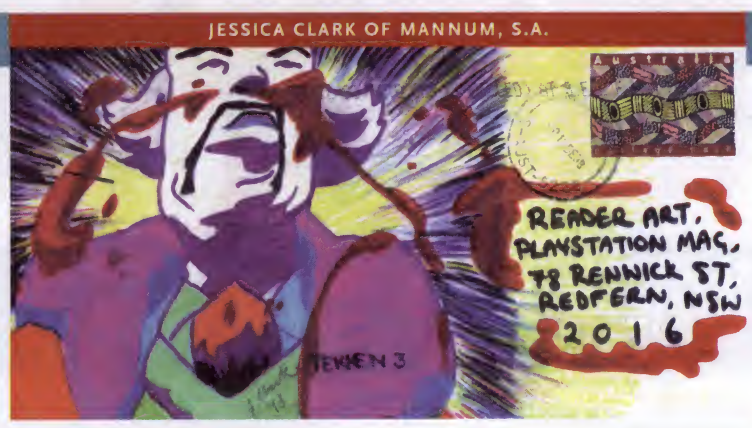
AUSTRALIA'S MONTHLY MAG FOR MEN. ON SALE NOW.

# MAX



# READER ART

The inspiration of a free game has prompted many fine entries to our Reader's Art pages lately. Keep up the great effort and send us your stuff!





# COMPETITIONS

## WIN A STEERING WHEEL AND A COPY OF TOCA 2!

TO CELEBRATE THE SUCCESSFUL LAUNCH OF TOCA TOURING CARS 2, OZISOFT HAVE PROVIDED US WITH FIVE COPIES OF THE GAME AND FIVE MAD CATZ STEERING WHEELS TO GIVE AWAY. SO IF YOU WANT TO BURN RUBBER IN THE COMFORT OF YOUR OWN LOUNGE ROOM, JUST ANSWER THIS SIMPLE QUESTION:

**Q: WHAT COLOUR ARE THE RIPPLE STRIPS PAINTED IN THE THRUXTON RACING CIRCUIT?**



If you don't know the answer off the top of your head (what kind of racing fan are you?), then you'll find it in our interview with Aussie driving champion Cameron McConville inside these pages



**CONDITIONS OF ENTRY:** 1. These competitions close February 24, 1999 2. Employees of Next Publishing, Sega-Ozisoft, Ubisoft and Sony may not enter the competition. 3. Winners will be announced in the April 1999 issue of OAPSM

**DECEMBER WINNERS:** ASSAULT COMP: Bradley King (NSW), Adam Currie (SA), Brad Smith (SA), Adam Hillier (VIC), David Johnson (QLD), Kealan Clinton (QLD). BUST A GROOVE COMP: Alvin Cheung (ACT), Ben Waite (QLD), Aaron Dennis (NSW), Shaun Freeman (VIC), Michael Hughes (TAS), Thomas Baker (NSW)

Put your answer on the back of an envelope and the name of the competition on the front and send it to:  
**PLAYSTATION MAGAZINE, 78 RENWICK ST, REDFERN, NSW 2016**



# COMPETITIONS

## WIN YOURSELF A COPY OF MUSIC THE GAME!



IF YOU'VE EVER PLAYED THE AIR GUITAR OR SUNG INTO A HAIRBRUSH, THEN YOU'VE PROBABLY ALSO DREAMED ABOUT ONE OF YOUR SONGS GOING TO THE TOP OF THE CHARTS. DREAM NO LONGER. NOW YOU CAN CREATE YOUR OWN MUSICAL MASTERPIECE ON THE PLAYSTATION, THANKS TO THE INNOVATIVE "MUSIC" CD FROM UK DEVELOPERS CODEMASTERS.

"MUSIC" IS UNBELIEVABLY EASY TO USE AND ENABLES

USERS TO DEVISE CLUBBY HOUSE TRACKS IN A MATTER OF HOURS, IN STYLES RANGING FROM FUNK TO DANCE, GARAGE AND TECHNO

FOR A TOTAL EXPERIENCE, "MUSIC" ALSO FEATURES A POWERFUL, YET EASY TO USE, GRAPHICAL ANIMATION SUITE THAT ALLOWS USERS TO CREATE A VISUAL BACKDROP OR A DAZZLING LIGHT SHOW TO RUN IN TIME TO THEIR MUSIC

BOTH THE MUSIC TRACKS AND VISUALS CAN THEN BE SAVED TO PLAYSTATION MEMORY CARDS SO 'ARTISTS' CAN SHOWCASE THEIR TALENTS TO OTHER PLAYSTATION OWNERS. AS DJ ANTMAN, ONE OF AUSTRALIA'S PREMIERE DJS, SAYS, "MUSIC BY CODEMASTERS IS THE NEXT BEST THING TO A RECORDING STUDIO"

FOR YOUR CHANCE TO WIN ONE OF 5 COPIES OF MUSIC, SIMPLY TELL US THE DEVELOPERS OF "MUSIC" FOR THE PLAYSTATION



## WIN A COPY OF SHADOW GUNNER - THE ROBOT WARS!

IF YOU'RE INTO BIG, LUMBERING METAL WAR MACHINES (BETTER KNOWN AS MECHS) AND NON-STOP COMBAT, THEN MAYBE YOU SHOULD CHECK OUT SHADOW GUNNER: THE ROBOT WARS

We have 6 copies of the game to give away (thanks to Ubi-Soft)

ALL YOU HAVE TO DO IS TELL US WHO IS AT WAR IN SHADOW GUNNER





## MISS NURSE WANTS YOU!

If you're stuck in a PlayStation game and can't find the password/keys/magic potion/or the lucky green lobster you need to get through, write to Miss Nurse and she may just have the cure for what ails ya



## WRITE TO:

PLAYSTATION MAGAZINE  
78 Renwick St  
Redfern, NSW 2016  
Email: playstation@next.com.au

## BLOODY ROAR

Enter the following codes at the Character Select Screen:

### BIG HEAD MODE:

Highlight a character and hold L2, press O

### FELONY 11-79



make, SBC, Half pipe, then finally Free ride. Press O while on Free ride, then when the 1 or 2 player choice appears, hold L1, L2, R1, R2 and press O You will then have all ten tracks

## COOL BOARDERS 3

Enter these codes as your name at the Tournament screen:

**WONITALL** unlocks all of the tracks  
**OPEN\_EM** unlocks all of the riders  
**BIGHEADS** have a guess what this code does...

To get Fast Eddie you must complete Powder Hill in first place with at least 3,400 points

Enter these codes during the game for some bonus music:

R1, Δ, R1, L1, O, X, R2, L2, □  
or  
R1, Δ, R1, L1, O, X, R2, L2, Right.

### BONUS LEVEL:

Press L1 + R2 at the neighbourhood selection screen

### GIVE SOMEONE THE FIST:

To give someone the fist, most likely a person in a car, press R1 and R2 together to do it on your right side or L1 and L2 to do it on your left side. If it is done correctly, you will hear the driver say "Arrest that punk!"

### NO FRICTION:

To make your tires & the ground have no friction between them, you must

## COOLBOARDERS 2



## COURIER CRISIS



## BLOODY ROAR



### LIFE BAR

#### REGENERATION:

Beat the game with Bakuryu on Level 4 or above

### SMALL CHARACTERS:

Highlight a character and hold R2 and press O

## COOL BOARDERS 2

How to get Cindy wearing a leather suit & Irin wearing a school uniform. On the main menu, highlight SBC and press: D, R1, U, R1, D, R2, U, R2, U, U, R1, D, D, R2. You should here "here we go" each time you press R1 or R2. The new uniforms are available in every mode except SBC

### ALL TEN TRACKS:

Enter Mode Select screen, then highlight the following in order quickly:

Board park, Option, Free ride, One



For new boards and characters, start a single race at pro level and beat the record

shown at the bottom of the screen, coming first

To get Burg you must unlock every character, every board and every track. Play a single event on Powder Hill, downhill, and come first with at least 3,400 points

## COURIER CRISIS

Enter this password for free movement: **HANOILBKJO**

Enter these passwords for some better bikes:

Zaskar: **FDKFKHCJK**

Pantera: **KFKFKFOEKJ**

STS-1: **IFKFKFKGKJ**

stop the bike and tap O repeatedly but do not hold it down. If you did it right he will pedal but he won't move

## EVERYBODY'S GOLF

### LEFT OR RIGHT-HANDED GOLFER:

When choosing a golfer, press R1+R2+L1+L2+Select+Start+X. This will change the golfer to opposite hand

### MIRROR COURSES:

Highlight a course at the course selection screen, then hold L1 + L2 and press X

## FELONY 11-79

### ACCESS ALL CARS:

Enter the following code at the Main Menu using the 2nd Controller: Hold Δ then in addition, hold R1, L2, R2 and then release the three shoulder buttons (still holding Δ). Then press

## BLOOD OMEN: LEGACY OF KAIN

### TO RESTORE KAIN'S BLOOD LINE:

During regular play tap: up, right, □, O, up, down, right, left

### TO RESTORE KAIN'S MAGIC LINE:

During regular play tap: right, right, □, O, up, down, right, left



R2, L2, R1. If you enter the code correctly you should hear a boom

**CAMERA VIEW:**

Hold SELECT and press Δ during the game to select different camera angle

**SECRET VEHICLES:**

Complete the following objectives to unlock these vehicles:

**360**

Complete the Metro City track with over \$2.5 million

**BUS**

Complete the Seaside track

**CIV**

Complete the Downtown track within 4 minutes

**DAM**

Complete the Metro City track

**DBL**

Complete the Metro City track within four minutes

**DTK**

Complete the Metro City track

**ELS**

Complete the Seaside track with over \$2.5 million

**FD7**

Complete the Downtown track within 4 minutes

**FML**

Complete the Downtown track with no accumulated money and also no damage at all

**GTI**

Complete the Seaside track within 4 min

**GTK**

Break the speed limit on the freeway section of the Seaside track by at least 75 mph

**GTR**

Complete the Seaside track

**GTS**

Complete the Downtown track with over \$1 million

**LIM**

Complete the Metro City track

**NSR**

Complete the Downtown track within 4 minutes

**PLC**

Complete the Seaside track with no accumulated money and no damage

**PCS**

Complete the Downtown track within 4 minutes

**FIGHTING FORCE**



**RCC**

Destroy the displays on the left wall at the Shopping Mall in the Metro City level, and complete the rest of the track before the time expires

**SIR**

Complete the Downtown track

**SSP**

Exceed 144 mph at the speed checkpoint on the Seaside track

**TAK**

Complete the Metro City track within 4 minutes

**TNK**

Complete Metro City track with no accumulated money and no damage

**VPR**

Complete the Downtown track with over \$1 million

**FIGHTING FORCE**

**INVINCIBILITY & LEVEL SELECT:**

At the main screen (1 PLAYER, 2 PLAYER, and OPTIONS) hold Left + □ + L1 + R2 until "Cheat Mode" appears at the bottom of your screen. Quickly choose **OPTIONS** and you can enable Invincibility or start on any level

**GEX 3D:  
ENTER THE GECKO**

Before entering the following codes you must pause the game during play and highlight the 'Exit' option:

**COMMENTS:**

Hold L2 and press Δ, Left, O, Up, Down

Pressing SELECT during play will make Gex make a comment

**INVINCIBILITY:**

Hold L2 and press Left, Right, Δ, Down, Right, and Left

**UNLIMITED LIVES:**

Hold L2 and press Up, Down, Right, Δ, Down

**LEVEL SELECT:**

Hold L2 and press Right, Right, Left, Right, Δ, Down, Right. Resume the game and bring up the special menu by pressing Select. Move to the hidden options by pressing Left at the top





## RAPID RACER



## G-POLICE

### INFINITE SHIELDS:

At the mission brief screen hold L1+R2+□+Left

### UNLIMITED AMMO:

At the weapon select screen hold R1+L2+O+Left

## GRAND THEFT AUTO

Enter these as your name:

**BSTARD** All weapons, unlimited ammo, level select, 99 lives, armour, get outta jail free, coordinate display, maximum wanted level and times 5 multiplier

**THESHIT** All weapons, unlimited ammo, level select, 99 lives, armour, get outta jail free and times 5 multiplier

**GROOVY** All weapons, unlimited ammo, armour and get outta jail free

**CHUFF** No police

**EATTHIS** Permanent maximum wanted level

**HANGTHEDJ** Follow the red arrows to view the endings

**TURF** All the cities

**Thanks to Rhys Constance for those hot cheats**

## JET RIDER 2

### ALL TRACKS:

Use the following steps to enable all

## GRAND THEFT AUTO



## GRAND THEFT AUTO



tracks, including the alternate tracks Set master difficulty and five laps per race at the options screen. Press X on Li'l Dave at the 1 player select screen, then go back to title screen. Press Up, Down, Left, Right, R2, R1, L2, L1 within four seconds at the title screen. Set three laps per race at the options screen. Press X on Wild Ride at the 1 player select screen, then go back to title screen. Press Up, Left, Down, Right, □, R2, O, L2 within four seconds at the title screen. Set amateur difficulty and turbos off at the options screen. Press X on Bomber at the 1 player select screen, then go back to title screen. Press Up, Down, Left, Right, Up, Down, Left, Right within four seconds at the title screen. Set professional difficulty and turbos on at the options screen. Press R2, R1, L1, L2, R2, R1, L1, L2 within four seconds at the title screen

### RACE AS ENIGMA:

Set master difficulty and 6 laps per race at the options screen. Press Left, □, Down, △, Right, O, L1, R1 within four seconds at title screen

## NEED FOR SPEED 3: HOT PURSUIT

Enter the following codes after you hit Start before the loading screen shows up. It will affect the race in any game mode:

### POWER HORN:

Press Start + Select + R1 + L2

### 25% MORE HORSEPOWER:

Press Left + □ + O

### 20% SLOWER GAME:

Press Up + X + △

### HEAVY CAR

(great for smashing into others): Press Select + □ + X

### COP TALK

(Hot Pursuit mode only):

Up + R1 + L2 = Different Accent

Up + R2 + L1 = German

Down + R2 + L1 = Spanish

Left + R2 + L1 = Italian

Right + R2 + L1 = French

### BONUS CARS:

Go into options and enter in the following for User Name:

**1JAGX** Jaguar XJR-15

**AMGMRC** Mercedes Benz CLK GTR

**ROCKET** El Nino hidden car

### HIDDEN TRACKS:

Go into options and enter in the following for User Name:

**MCITYZ** Empire City (Bonus track)

**PLAYTM** The Room

**XCAV8** Caverns

**XCNTY** AutoCross

**MNBEAM** SpaceRace

**GLDFSH** Scorpio-7

### OTHER CHEATS:

Go into options and enter the following for User Name:

**SPOILT** All Cars and all Tracks (not hidden)

**SEEALL** Allows you to use 13 camera angles (but you have to set them up in options)

### TRACKS & CARS:

To earn each of the four locked tracks, advance past the fourth round of the tournament in third place or better. Each advance will give you a new track

To earn the Jaguar, place first in the beginner tournament

To earn the Mercedes, place first in

the expert tournament

To earn the ninth bonus track, place first in the beginner Knockout

## NHL '98

### PASSWORDS:

**STANLEY** Stanley Cup FMV-sequence

**NHLKIDS** Mini players

**BIGBIG** Big players

**PLAYTIME** Mini players with big heads and big goalies with big heads

**GIPTEA** Powerplay for the team who let in the last goal

**BRAINY** Big heads

**EAEAO** EA Blades bonus team

**FREEEA** EAC players

**3RD** Alternative sweaters

## RAPID RACER

Type these in as your player name for the desired effect.

**NOTE:** "\_" means an empty space and "###" means the number of the level you wish

### EXTRA POWERBOATS:

\_BOA

### DUCK-MODE:

\_OAK

### ALL DAY-LEVELS:

\_DAY

### COMPETE ON SPECIAL DAY-LEVELS:

D\_##

### ALL NIGHT-LEVELS:

\_NIT

### COMPETE ON SPECIAL NIGHT-LEVELS:

N\_##

### ALL MIRROR-LEVELS:

PRIM

### COMPETE ON SPECIAL MIRROR-LEVELS:

M\_##

### ALWAYS WIN:

WINR

### ENABLE FRACTAL TRACK GENERATOR:

FRAC

## STAR GLADIATOR

(NOTE: these are done when your buttons are at their default setting. G = X, A = □, B = △, K = O)

### BILSTEIN:

Enter arcade mode, keep holding



select, select gore, press G, K, G, K, A, A, A, B, B, B, press G+K

#### KAPPAH:

Enter arcade mode, go to Gore, press select & keep it held, go to Hayato, press K, A, B, A, G, A, B, A, K, A, press G+B

#### BLOOD:

Enter arcade mode, press select and hold it, go to Bilstein, press G, A, G, A, G, A, go to KappaH press K, B, K, B, K, B, then press L1+R1 and let go of the select button

#### DARK FIGHTING:

Choose your character and hold Down+L2+R2 until the match starts

## STREET FIGHTER EX PLUS ALPHA

#### BONUS GAME:

At the mode select screen highlight Practice and press Select, Up, Up, Right, Up, Right, Select

#### FOUR MORE CHARACTERS:

Highlight Practice and press Select, Up, Right, Down, Right, Select. A noise will confirm if the code is entered correctly

## TENCHU: STEALTH ASSASSINS

Pause a game, then hold down L1 and R2 and press up, Δ, down, X, left, □, right, O, release L1 and R2 then press, L1, R1, L2, R2 in that order. The pause message should disappear and then you should hit Start. Now press L2 and R2 together to access a debug menu, where you can alter all kinds of in-game stuff. You can even create and save all new level layouts. Finally, I would just like to say that Gran Turismo 2 needs a good cop chase mode like Need For Speed in it. That would make it a more real driving simulator.

-Nin Dara

Here's to you, Nin. You're an absolute legend!



## THEME HOSPITAL

#### LEVEL PASSWORDS:

2 - X, O, □, □, Δ, Δ, O, □, X

3 - O, O, Δ, □, X, Δ, O, Δ

4 - □, Δ, O, □, X, X, Δ, O

#### ENERGY/HEALTH FILL UP:

R2 R2 L2 R2 L2 L2 L2 L2 R2 L2 L2 L2 R2 L2 L2 L2

#### RACE KEY IN LARA'S HOUSE:

R2 L2 L2 L2 R2 L2 L2 L2 L2 L2 R2 L2 L2 L2 L2 L2

## V-RALLY

At the white Infogrames logo intro screen, quickly press Up, Down, then Δ and O together and "Lock Off" appears on the screen in green writing. After that press:

Left and L1 together - 'Time off' appears on the screen in green writing. In ARCADE mode, if you fail to make the checkpoints before time runs out, the timer stops on 00 but the game does not end

Left and L2 together - 'Narrow on' appears on the screen in green writing. In ARCADE mode this cheat gives you access to the narrow tracks

Left and R1 together - 'Extra car' appears on the screen in green writing. This cheat replaces the Peugeot 106 Maxi with a little Jeep and also provides a new track that replaces Sweden Stage one

Left and R2 together - 'Restart on' appears on the screen in green writing. In ARCADE mode this cheat allows you to restart the race as in Time Trial mode

Left and Right together - 'Full debug' (Good for Computer Boffins) This cheat displays a lot of debug information while the game is running and when you pause, an extra option (MEMORY) is active



## TOMB RAIDER III

Enter these codes during gameplay. Do NOT pause

#### ALL WEAPONS:

L2 R2 R2 L2 L2 L2 L2 R2 R2 L2 R2 L2 R2 L2 R2 L2 R2  
Lara screams to confirm correct entry

#### LEVEL SKIP:

L2 R2 L2 L2 R2 L2 R2 L2 L2 L2 L2 L2 R2 L2 R2 L2 R2  
Lara says "no" to confirm correct entry

#### ALL SECRETS:

L2 L2 L2 L2 L2 R2 L2 L2 L2 R2 L2 R2 L2 R2 L2 R2 L2  
Lara says "no" to confirm correct entry



# PLAYSTATION RATINGS GUIDE

For those who came in late... a complete list of every game we reviewed and what score it received

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## NEXT ISSUE...

We've got some hot stuff for you next month, like another article on the tactical espionage action title Metal Gear Solid, pictured below. There's also yet another snowboarding game called Big Air, for those of you who need more of it and A Bug's Life for the kids. Plus we'll have reviews of Wild Arms and Granstream Saga for the role-playing gamers, and last but not least, Rollcage, the futuristic racing game with no rules whatsoever!



ISSUE #20, MARCH 1999. ON SALE FEBRUARY 17. DON'T MISS IT!



# Who's really getting hurt by game piracy?

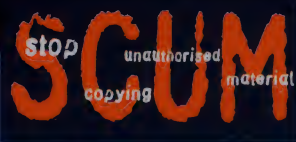


Pirating is not just copying, it's stealing. Every illegal copy robs money from the game developers and that means there's less to spend on creating the next generation of games.

If it doesn't stop, the flow of ground-breaking new games will. And in the end, you'll be the one who

gets hurt most by piracy. So don't support pirates. Report them. Phone 1800 248 885

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